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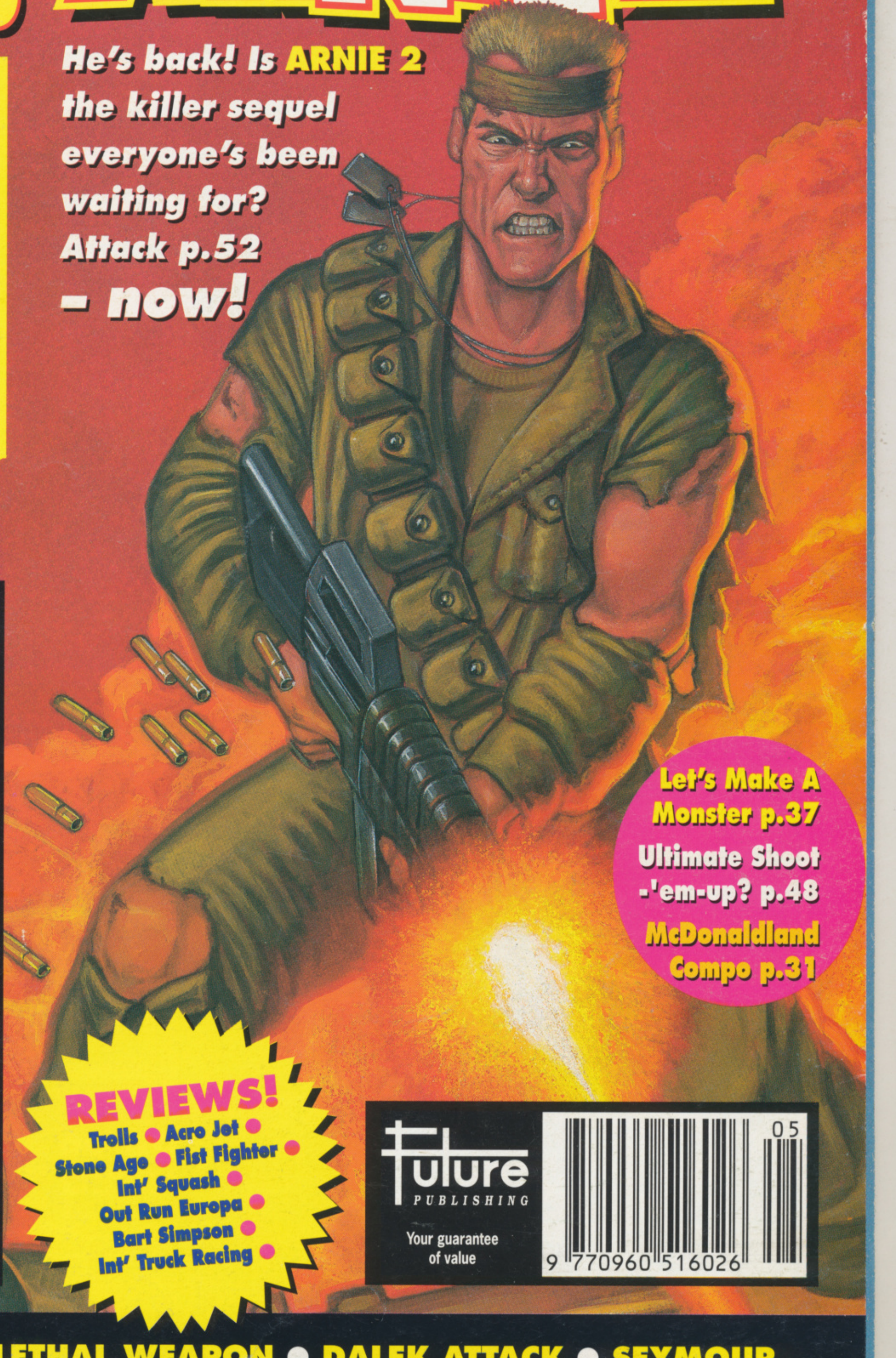

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37 LET'S MAKE A MONSTER

The Rowlands' regular coding report has a bonus this month – lots of 'em, in fact, as they refine their game's bonus system. All the latest news on Apex Productions' latest mega-game in the making.

28 FROST – WHAT IT DOES, HOW IT WORKS

It'll be all sprite on the night. In fact it'll be all sprite every night when you start using *FROST*. This brilliant menu-driven sprite designer enables you to create your own game characters. The brave can hit our quick start instructions on p.7, but for the full info on the this terrific techie tool turn to p.28.

4 POWER PACK

"Do you get wafers with it?"
"Of course you don't wafers with it! It's a Power Pack featuring three full games, 80 POKEs and a full sprite-design suite. For all the info you'll need turn to page 4."
"Fair enough, what flavour is it?"

48 THE ULTIMATE SHOOT-'EM-UP

Since the dawn of time, or at least the C64, shoot-'em-ups have been thrilling and killing gamesplayers. We take an in-depth look at all the classics and the croakers to see what makes a good killer tick.

If it's worth loading it's been... POWERTESTED!

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Zeppelin

The return of the C64's latest action hero. Is it a blockbuster or a blow-out? It was a tough mission but *CF* had to find out.

54 FIST FIGHTER

Zeppelin

Furious face-punching fun or sad cynical satire? Zeppelin's pastiche puncher hits town hard.

56 TROLLS

Flair

How cute can a game get? Are the Euro cuties trying to take the Mick?

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55 INTERNATIONAL TRUCK RACING

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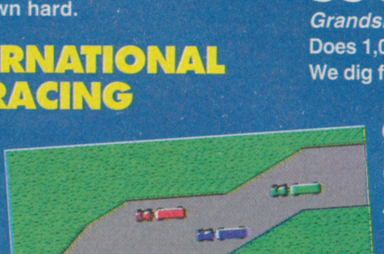
An M25 simulator – without the traffic! A racing simulator – without the fun?!



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Zeppelin

The sport of red-faced, middle aged middle managers comes to the C64. Is it fit or flabby?

REVIEWS

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QUICK START

FULL GAMES

THRUST

Nick the pods and destroy the planets.
Side two, tape count 60
Keyboard controlled

- A – Rotate ship anti-clockwise.
- S – Rotate ship clockwise.
- SHIFT – Thrust.
- SPACE BAR – Activate tractor beam/shield.
- RETURN – Fire.

COYRA

Erm, you don't use the joystick at all. You have to type things in on the keyboard. It's a TEXT adventure you see – just read what comes up on screen and type in what you want to do. There's a more detailed explanation of some commands you could try in the main instructions.
Side one, tape count 050

STEEL

Destroy the ship's defenses by collecting cartridges and sticking them in the cartridge slots in the cartridge room – but you have to activate the slots first!
Side two, Tape count 000
Joystick port one

- ⬆ UP – Go through door.
- ⬇ DOWN – Go through door.
- ⬅ LEFT – Move left.
- ➡ RIGHT – Move right.
- ● FIRE – Fire.
- ⬆ ● UP + FIRE – Increase energy at refuelling point.
- ⬇ ● DOWN + FIRE – Decrease energy at refuelling point.

FULL UTILITY

FROST

*F*ormat's *R*eally *O*riginal *S*prite *T*hingy is a specially-written sprite creation program that's a hoot to mess about with even if you don't want to create a sprite. The Instructions are a bit too complex to summarise here so turn to page 28 for the complete lowdown.
Side one, Tape Count 000

80 POKES

MULITHACK POKES

Head to the top of the High Score tables on 80 games thanks to our labour-saving, easy load Multihack POKEs. Infinite life has never been so achievable.
Side two, Tape count 90

POWER PACK

So how do all those dead brilliant programs we've given you on our cover tape work, then? That's what Clur's just about to reveal over the next four pages.

THRUST

FULL GAME

The year is 2381. Our descendants' lives have long been controlled by an evil Empire. But a band of rebels… (*Snip! Clur's doing her frustrated SF author bit again. If she gets carried away this could go on for ages. All you need to know is that you fly a little ship and you've got to collect some pods. Okay, back to the plot – Ed*).

On each planet there are limpet guns which you have to disable; fuel which you can pick up for extra points; the power pod which you have to collect to complete the mission; and power plants which look like chairs with big bubbles on them.

The controls are pretty straightforward: 'A' and 'S' steer your ship and any shift key turns on the thrust. But steering is complicated by a strange, mysterious force known as (drum roll) GRAVITY! (Okay, it's not that strange, but you don't find it used in many games.) If any part of your ship, or anything it's carrying touches the planet's surface – KABOOM!

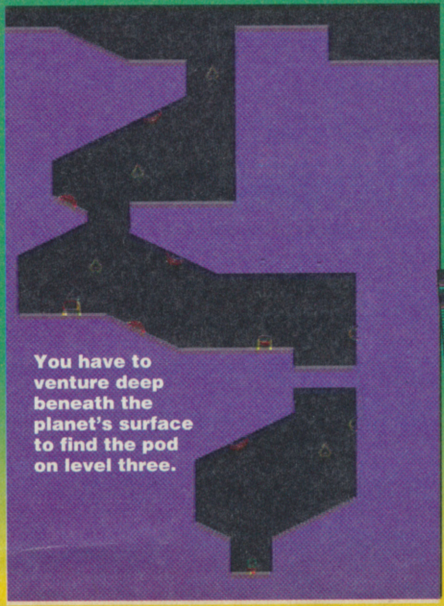
Firing at the power plants by pressing the Return temporarily disables the limpet guns; the more shots fired at the reactor the longer the guns take to re-arm. BUT (and that's a big but, you can tell by the fact we've written it in capitals) the reactors will only take so much. They become critical if you hit them too many times, at which point they start to flash and you have 10 seconds to vacate the planet. Otherwise… BOOM! You don't have to destroy the power plants to complete a level but it does give you mucho bonus points.

To collect the fuel cells and pods, hover above them, activate the tractor beam by holding down the Space bar and then pour on the thrust. As soon as the automatic tow bar has fixed itself to the object you can release the Space bar.

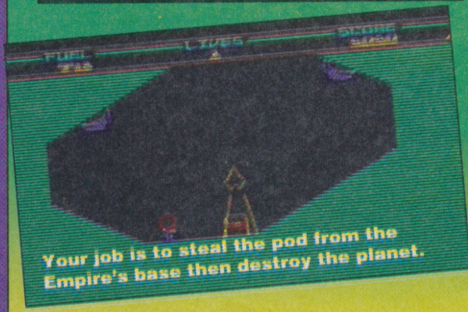
When you've collected a pod, fly up into the stratosphere and you're warped to the next planet. As you progress, further into the galaxy you'll encounter strange things like planets with reverse gravity. And the one thing you'll definitely discover is the reason why the game Thrust is regarded as a true classic.

VITAL STATISTIX

GAME	THRUST
ORIGINAL RELEASE DATE	MAY 1986
ORIGINAL LABEL	FIREBIRD
MUSIC BY	ROB HUBBARD
GENRE	SPACE ADVENTURE
DIFFICULTY	DEAD 'ARD



You have to venture deep beneath the planet's surface to find the pod on level three.

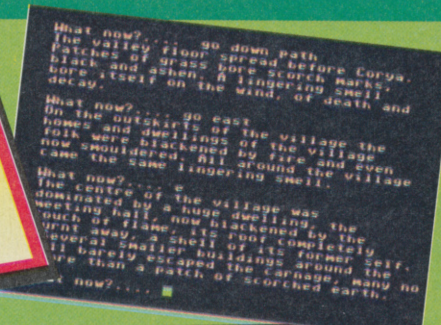


Your job is to steal the pod from the Empire's base then destroy the planet.

FULL GAME

CORYA

THE WARRIOR-SAGE PART ONE

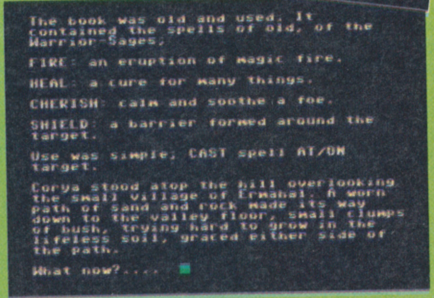


```
What now?... go down path
The valley floor spread before Corya.
Patches of grass bore scorch marks,
black and ashen. A lingering smell
bore itself on the wind, of death and
decay.

What now?... go east
On the outskirts of the village the
homes and dwellings of the village
folk were blackened by fire and even
now smouldered. All around the village
came the same lingering smell.

What now?... e
The centre of the village was
dominated by a huge dwelling, the
meeting hall, now blackened by the
ouch of flame. Its roof completely
urnt away, a shell of its former self.
everal smaller buildings around the
ll barely escaped the carnage, many no
re than a patch of scorched earth.

t now?....
```



```
The book was old and used. It
contained the spells of old, of the
Warrior-Sages;

FIRE: an eruption of magic fire.

HEAL: a cure for many things.

CHERISH: calm and soothe a foe.

SHIELD: a barrier formed around the
target.

Use was simple; CAST spell AT/ON
target.

Corya stood atop the hill overlooking
the small village of Ermahal. A worn
path of sand and rock made its way
down to the valley floor, small clumps
of bush, trying hard to grow in the
lifeless soil, graced either side of
the path.

What now?....
```

This might be a clue, but it might be a red herring. How mean do you think we are?

Welcome ye all to Parte the Firste of an exciting tale which shall grace the wondrous *CF* Power Pack for three months hence. For 'tis a great and… oh, blow this olde worlde nonsense. In plain English, on this month's Power Pack you'll find the first part of *Corya*, a text adventure, the next two parts coming up in issues 33 and 34.

If you've never played a text adventure before check out the accompanying box for a few hints on how to get around. Done that? Good. Then here's the plot:

Upon the holy mountain of Tannel-An-Uthen stands the citadel of the Ancient Ones, a fortress impenetrable by normal means. Within a few priests, taken from their families when young, are taught the ways of the Warrior-Sages. (*Someone's been OD'ing on* Lord Of The Rings*– Ed*).

Seldom would a priest re-enter the world of man, but this is the tale of one such priest, Corya the Warrior-Sage. Having left the mountain, he travelled in the realm of Tannan for many years. Knowledge of a Warrior-Sage leaving the mountain spread like wild-fire throughout Tannan. But seldom was he seen, unless the need was great.

One chill evening in the tiny hamlet of Brmahal the villagers sat around a huge fire in the Tavern, listening as merchants told of tales of terror. One also told another tale: "I have heard of a dragon once more in the mountains, a horrific beast that has awakened from a deep sleep."

Barley, the innkeeper, shut the tavern a little before midnight and settled down in his favourite chair. Exhausted from a hard day's work (*not the heavy drinking? – Ed*) he dozed off.

Loud screaming from the village woke Barley with a start. He got to his feet and ran outside the tavern. Everywhere villagers ran aimlessly through the burning remains of their homes, all trying to escape from something – but what?

Barley heard a screech and turned. Horror gripped him as out of the sky swept the dragon. The last thing Barley ever saw was a ball of white hot flame roaring towards him.

At first light the true cost was apparent. Three quarters of the village was burnt to the ground. The surviving villagers gathered at the great hall, itself now without a roof, but as safe a place as any. There they prayed for help, for a miracle…

And that's where you come in. You get the starring role – no, not the dragon, Coyra – and you've got to find a way of saving the village. So go and discover the magic Hose Pipe of Hoorath-Haal and douse the dragon (or some such nonsense).

DO AS I SAY!

The game is keyboard controlled and you have to type in brief instructions to tell the it what you want to do. Here are a few you can try (just type 'em in then press return):

E – Go East.
W – Go West.
S – Go South.
N – Go towards chillier climes.
U – Go up.
D – Guess.
GET (followed by an object) – pick up the named object.
SAY (followed by what you want to say) – to say what you want to say.
X – Examine.
I – Inventory, or what you're carrying around with you at the moment.
*** – Appear in a West End musical.**

The rest you'll have to discover yourself. Look, we're not going to spoon feed you, and it's all part of the fun, honest!

WOT, NO LEMMINGS?

Commodore Format regrets to announce that due to the wrong type of leaves on the track the *Lemmings* demo has been unavoidably delayed. *Lemmings* will be arriving on this Power Pack as soon as possible. *CF* regrets any inconvenience, but the *Lemmings* has NOT been cancelled, just delayed.

VITAL STATISTIX

GAME	CORYA,
ORIGINAL RELEASE	MARCH 1993
ORIGINAL LABEL	THE GUILD
PROGRAMMED BY	ANTHONY COLLINS
GENRE	TEXT ADVENTURE
DIFFICULTY	MEDIUM TO HARD

Tape to disk

Disk drives are dead good, aren't they? None of that dull old waiting around for tapes to load while your screen flickers like a 'hypnotising' sequence from a camp 60s spy series. So if you've got a disk drive put it to good use by ordering the DISK version of Power Pack 32. Simply cut out the coupon from the inside of the tape inlay card. Write your name and address on a piece of paper and send it with a cheque (payable to Ablex Audio Video) or Postal Order for £1.50 (which covers the cost of duplication, postage and packaging) to:

*CF*32 Tape To Disk, Ablex Audio Video Ltd, Harcourt,
Halesfield 14, Telford, Shropshire TF7 4QD.

NO LOAD ZONE!

CF
SIDE 2
POWERPACK
tape

If your tape isn't loading perhaps it's your tape heads. Try loading a few games that you know work then adjusting the head alignment screw on your datassette. Still no good? Okay, it's probably the tape itself, then, in which case just pop it into a padded envelope along with an SAE, seal it up and send it to:

CF32 Tape Replacement,
Ablex Audio Video Ltd,
Telford, Shropshire TF7 4QD.

FULL GAME

STEEL

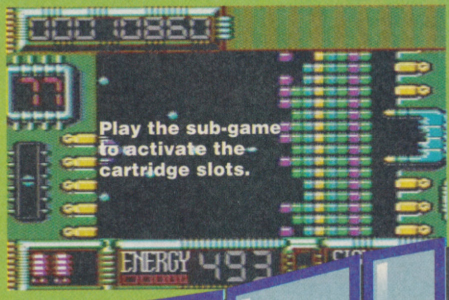
Right, since Trent moaned about my last masterpiece (*hah! – Ed*), I won't bother telling you the plot behind this one. You're getting the bare minimum facts you need to play the game and that's it. If you want a plot make it up yourself, and don't blame me!

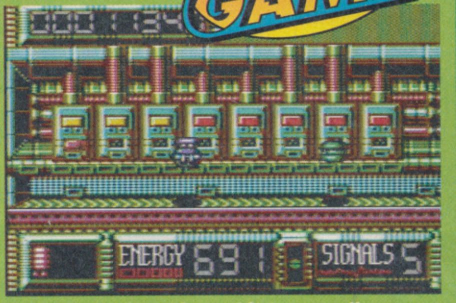
You control a robot, guiding it through a spaceship that's got a complex defence system you have to disable. Why? Well, you'll never know, will you. (*Who's in a strop, then? – Ed*) Hindering you is what seems to be an ever-multiplying army of killer 'bots.

Deactivating the defence system is a complicated task. You have to find eight cartridges that are scattered around the ship and slot them into the eight cartridge slots in the cartridge room. But first you have to activate the cartridge slots. You do this finding a yellow terminal (anything yellow is active, while anything red is inactive). Connect to the terminal by pushing Fire and Up on your joystick – this takes you into a sub-game in which you have to shoot your way through a lot of little things to get a get a clear shot at a big thing. Blast that, the terminal will turn red and one of the cartridge slots in the cartridge room will become active.

So now, if you find a cartridge you can pick it up, take it to the cartridge room (if you can find it, that is – the place isn't sign-posted) and stick it in the slot. You can carry up to three cartridges at a time.

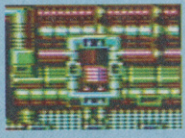
You only have a limited amount of energy which is depleted every time you fire a shot or you're hit by one of the enemy 'bots. If you get a bit short on the old go juice, there are plenty of refuelling points around the ship in the guise of wibbly terminals. To boost your energy park in front of them, hit Fire and push your joystick up. Your energy level will grow but your score will decrease accordingly, so you have to decide whether the pay-off's worth it.

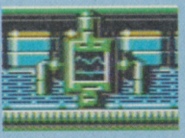

Play the sub-game to activate the cartridge slots.

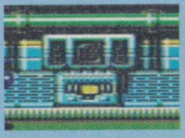


Once a slot is activated it turns yellow and you can slot in a cartridge.

SO WHAT DO THOSE WIBBLY BOXES DO?

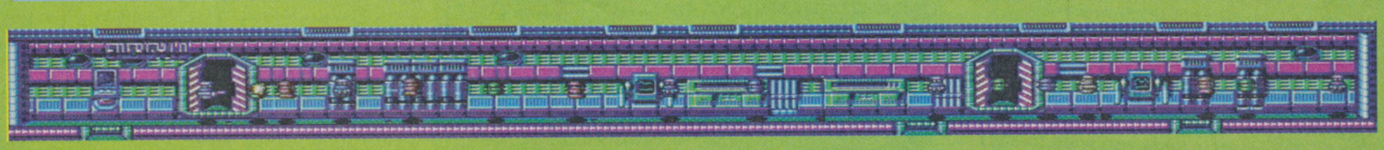

This is one of the cartridges. You can carry three at any one time.


This wibbly box will charge your run-down batteries for you.


And this type of terminal is the entrance to the sub-game.

VITAL STATISTIX

GAME	STEEL
ORIGINAL RELEASE	MARCH 1989
ORIGINAL LABEL	RACK-IT
PROGRAMMED BY	IMPERIAL SOFTWARE DESIGNS
GENRE	ARCADE ADVENTURE
DIFFICULTY	EASY TO MEDIUM

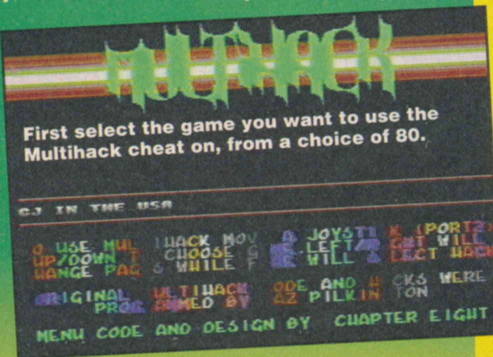


MULTIHACK POKES

Here, for your delight and bedazzlement, we proudly present 80 Multihack cheat listings for your favourite C64 games. They've all been featured in Gamebusters before but now you don't have to do all that tedious typing in (and if you're anything like me you'll make loads of mistakes anyway).

Just have the tape version of the game you want to POKE ready* and load up the Multihack program. When the intro screen appears hit Space to get through to the game selection bit. Select the game you want to POKE using the joystick. Hit Fire and the you'll be prompted to insert the game tape and press play. Do that, and once the game has loaded, it'll be the new, improved, easier-to-complete version.

Getting infinite lives on games like *CJ* has never been easier.
PLAYER 1
002600
09
10
PLAYER 2
GAME OVER
000000
00
00


First select the game you want to use the Multihack cheat on, from a choice of 80.

CHECK OUT ALL THESE GAMES YOU CAN HACK

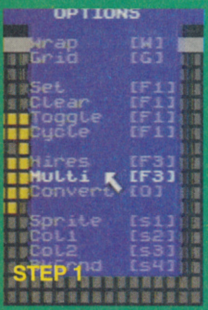
The a complete list of all the games that are covered in the program:

1985 ● *ATV Simulator* ● *Action Biker* ● *Advanced Flight Simulator* ● *Advanced Pinball Simulator* ● *Armourdillo* ● *Back To Reality* ● *Ball Crazy* ● *Big Foot* ● *Big Nose's USA Adventure* ● *BMX Racers* ● *BMX Simulator* ● *BMX Simulator 2* ● *BMX Trails* ● *Bubble Dizzy* ● *Bump Set Spike* ● *Championship Jetski* ● *Chiller* ● *CJ in the USA* ● *CJ's Elephant Antics* ● *Countdown To Meltdown* ● *Curse Of Sherwood* ● *Destructo* ● *Dizzy* ● *Dizzy - Prince Of The Yolkfolk* ● *Dizzy Down The Rapids* ● *Dizzy Panic* ● *Excaliba* ● *Fantasy World Dizzy* ● *Fast Food* ● *Finders Keepers* ● *Formula 1 Simulator* ● *Fruit Machine Simulator* ● *Grand Prix Simulator* ● *Grand Prix Simulator 2* ● *Guardian Angel* ● *Hero Of The Golden Talisman* ● *Hollywood Or Bust* ● *Human Race* ● *Hunter Patrol* ● *Kamikaze* ● *Kane* ● *KGB Superspy* ● *Kwik Snax* ● *Last V8* ● *Lazer Force* ● *Little Puff* ● *Magicland Dizzy* ● *Miami Chase* ● *MiG 29* ● *Monte Carlo Casino* ● *Moto-X* ● *Mr Angry* ● *Murry Mouse Super Cop* ● *Ninja Massacre* ● *Olli And Lissa 3* ● *Poltergeist* ● *Prince Clumsy* ● *Pro BMX Simulator* ● *Pro Skateboard Simulator* ● *Pub Trivia Simulator* ● *Race Against Time* ● *Rally Cross Simulator* ● *Red Max* ● *Sky High Stuntman* ● *Spellbound Dizzy* ● *Spike In Transylvania* ● *Super G-Man* ● *Super Hero* ● *Super Robin Hood* ● *Super Seymour* ● *Super Stuntman* ● *Supertanx* ● *Terra Cognita* (Original) ● *Terra Cognita* (Quattro) ● *Thunderbolt* ● *Tilt* ● *Treasure Island Dizzy* (*Dizzy Collection*) ● *Treasure Island Dizzy* (Original) ● *Vampire*

*** The listings do not work with all versions of the games.**

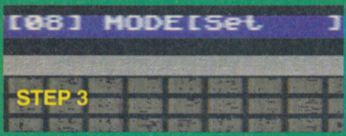
FROST

There's no way we can explain everything about *Format's Really Original Sprite Thingy* in such a short space, so we've put all the instructions for this excellent sprite designer on page 28. But to give you an idea of how powerful and how easy to use FROST is, "Here's something we prepared earlier".

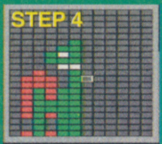


STEP 1 After loading hit SPACE to enter *FROST*. Then, with either the joystick (in port 2) or the cursor keys, move the pointer over the top of the OPTION menu. Press FIRE or RETURN to pull down the menu. Run the pointer down to MULTI and press FIRE/RETURN. Then move the pointer off the menu and press FIRE/RETURN.

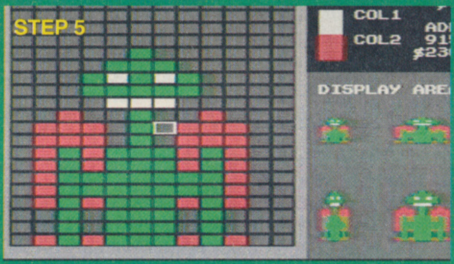
STEP 2 Move the pointer over the top of the OPTIONS menu and press FIRE/RETURN. Move the pointer over SPRITE and press FIRE/RETURN until you're happy with the colour. Move the pointer down over the COL 1 option and select the colour you want by pressing Fire. Repeat the process for COL 2 and BGKGND. Once you're happy, move the pointer off of the menu and press FIRE/RETURN.



STEP 3 Press F1 to switch between the four MODES. Watch the STATUS bar at the top until it reads MODE: SET. If the keypress doesn't work move the pointer over the editing window – the grid where the big star's located – and try again.

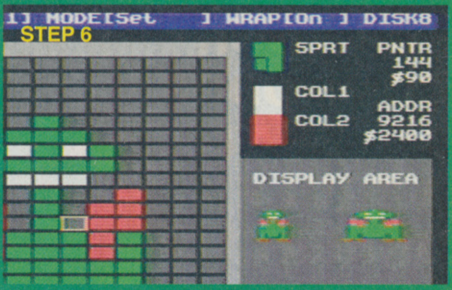


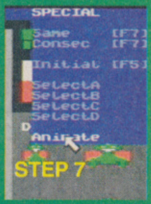
STEP 4 Start to draw the sprite you want. To select a colour just press 1 (for the SPRITE COLOUR), 2 (for MULTICOLOUR 1), 3 (for MULTICOLOUR 2) and 4 (for the BACKGROUND colour). To erase the star press 4 to select the background colour, then paint over the bits you don't want. When you select the background (by pressing 4) this will change the MODE to TOGGLE. This will stop you switching colours, so first press F1 to SWITCH the MODE back to SET. and then choose your colour.



STEP 5 Work until you're happy with the stationary sprite image. Well until it's a bit better than this curious thing.

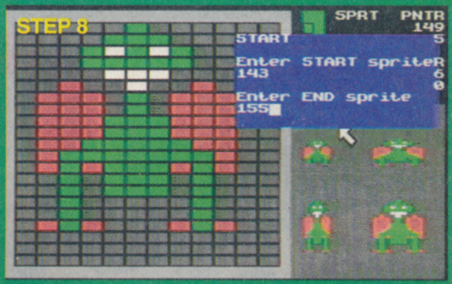
STEP 6 Once you've finished, press N to advance to the NEXT sequential frame of this 'animated' this sprite. Draw the next step of the sprite image's movement in this frame. As you draw, it's helpful to swap between this frame and the one you drew before by pressing P to see the PREVIOUS frame and N to see the NEXT frame. To lengthen the animation just keep adding frames by pressing N.





STEP 7 When you're happy with all the frames in your sprite image's animated sequence, then move the pointer over the SPECIAL menu and press FIRE/RETURN. Move the pointer down to ANIMATE and press FIRE/RETURN.

STEP 8 A blue window will appear. Type in the POINTER (Frame) number of the frame your animated sprite sequence begins with. Press RETURN and then type in the POINTER (Frame) number your sprite sequence ends at. When you press RETURN the sequence will animate. Good innit?



Enter START sprite
143
Enter END sprite
155

DOES YOUR PROGRAM DESERVE TO BE ON THE POWER PACK?

So, you reckon you could whip up a decent bit of code? Think it's good enough to be on the Power Pack? Well, prove it. Send your latest creation off to us, whether it's a game or a utility (as long as it's good) and we could give you your (*first – Ed*) 15 minutes of fame. Fill in this form and send it along with your program to: 'I've Got The Power', *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

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TYPE OF PROGRAM:

YOUR NAME:

YOUR ADDRESS:

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DECLARATION

Sorry, but we can't consider your program for publication unless you sign this declaration and send it to us with your program.

The enclosed program is hereby submitted for publication by *Commodore Format*. It is entirely my own work and as far as I know does not infringe copyright laws. This program has not been submitted to any other magazine or software house and I will notify you in writing should this situation change.

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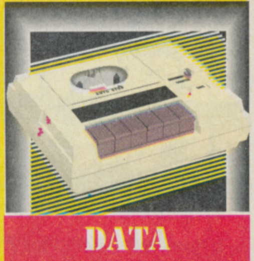

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ARVI b

Coming soon to a C64 near you... Clur rounds up the games that'll be hitting your monitor screens over the next couple of months.

BATMAN RETURNS

UPDATE

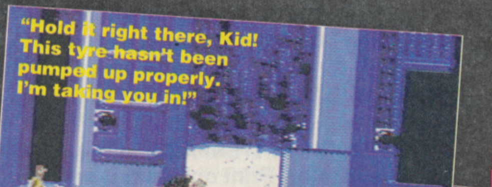
Bet you're wondering where the hell *Batman Returns* is aren't you? We Previewed it a couple of months ago and you haven't seen hide nor hair of it since. Well we were wondering how it was getting along, too so I trudged all the way up north to Denton Design's fair offices to find out what had happened to it.

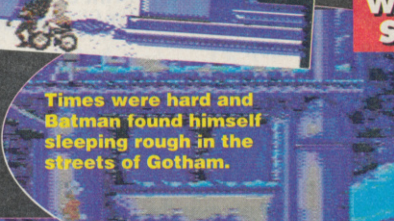
When I arrived the programmer, Roy Bannon, was hard at work on the menu bar of the game. He wasn't quite satisfied with the energy bar and was fiddling with the weapon selection display. The first two levels are virtually ready now – apart from the sound which will be one of the last things to be added the program. Roy's doing everything but designing the graphics, which are being ported directly from the Amiga game's graphics (the main sprite alone takes up 20K of the 64's memory).

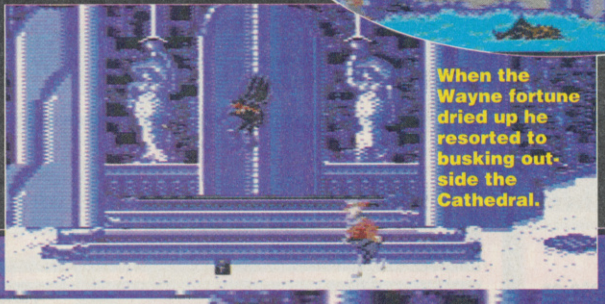
The last time we saw the game there was only the Batman sprite on screen. Now the baddies are there too. There are acrobats, clowns and bikers for Batman to bash the brains out of. Well as near to bashing brains as you can get without committing murder. Y'see there's no blood in this game. If you hit someone enough, they run away – but they soon pluck up the courage to come back and attack you again.

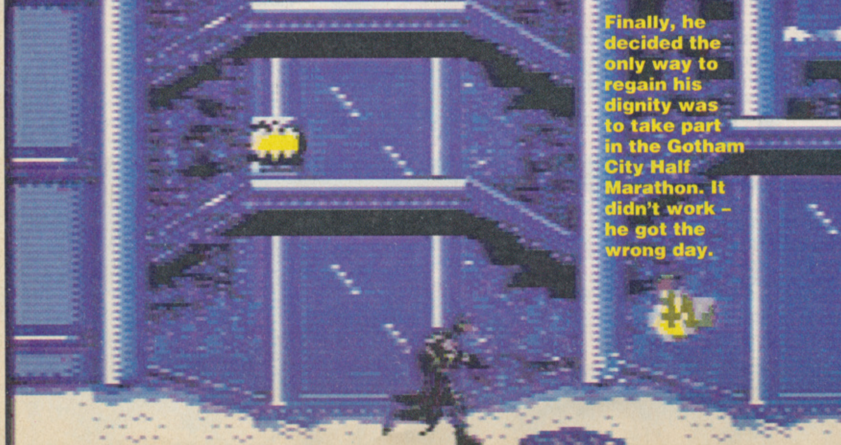
The completion date for the game is estimated to be at the end of June. If nothing goes wrong we should have a demo on our Power Pack for you around that time too. So you can see for yourself the loveliness of the main sprite's animation. Watch this space.

EARLY WARNING! SCANNER


"Hold it right there, Kid! This tyre hasn't been pumped up properly. I'm taking you in!"


Times were hard and Batman found himself sleeping rough in the streets of Gotham.


When the Wayne fortune dried up he resorted to busking outside the Cathedral.


Finally, he decided the only way to regain his dignity was to take part in the Gotham City Half Marathon. It didn't work – he got the wrong day.

THE LONG-HAIRED CODER FROM LIVERPOOL

What do programmers do for fun? What fills their time when they're not working? We asked Toy Bannon, Batman's programmer about this and other things.

So, how did you get into programming in the first place?
My big brother was a computer nut. He introduced me to programming. I actually got the job through an ad in the local job centre, believe it or not.

Which other games have you programmed on the C64?
I wrote *World Class Rugby* for Audiogenic and I've also done a few things for the Australian market.

What's your favourite game of all time?
It has to be the original *Elite* on the BBC micro. Fab game.

Now for the rapid batch of totally-useless-but-interesting-all-the-same-sort-of quezzies. What's your favourite food?
I like nothing better than a hot pastie and chips all washed down with a mug of steaming Mantunna.

A mug of what?
Mantunna, it's a cheap brand of tea that you only tend to get around Liverpool. It's brown, strong and full of caffeine. Yum!

Who's your favourite band?
That's easy, a hot 70s troupe named Emerson, Lake and Palmer

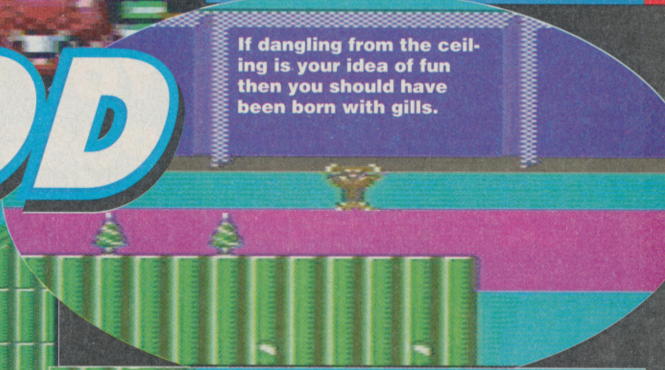
The fact that this man likes Emerson, Lake and Palmer might not seem important initially, but you never know when trivia might come in handy.

Which film would you give an Oscar to?
Blade Runner, definitely. It's the only film I know that portrays an accurate vision of the future (*er, how do you know? – Ed*).

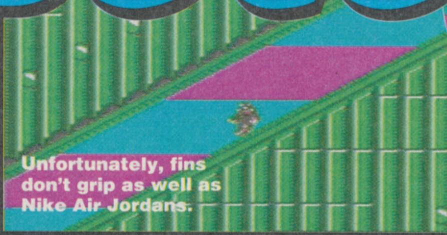
What's your favourite book?
The Wasp Factory – I think that everybody should read it.

Finally, have you got any messages?
Erm, er, yeah... Hi Mum... her name's Maureen – she'd love to see her name in print. (*There you go then, anything to please... well almost – Ed*).

ROBOCOD



If dangling from the ceiling is your idea of fun then you should have been born with gills.



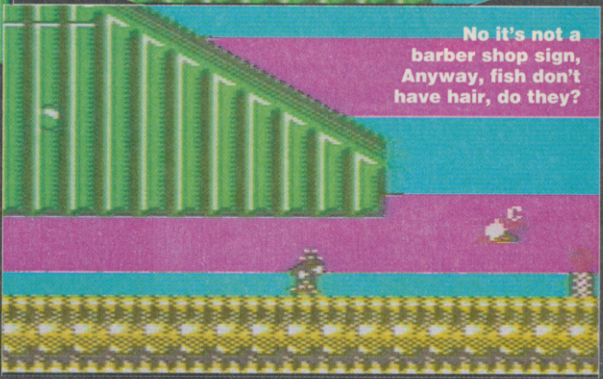
Unfortunately, fins don't grip as well as Nike Air Jordans.

Twelve months ago *RoboCod* would have set you back almost £12 and even then we raved about it. It's one of the all-time classic platformers, taking it's place on the platform of fame alongside *Rainbow Island* and *Nobby the Aardvark*.

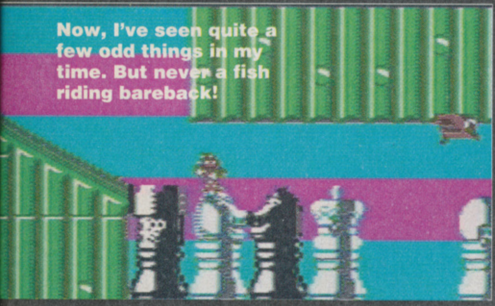
The hero of the game is one James Pond, esq. gentlefish and superspy, who goes around wearing a suit of hi-tech armour. Not much of a disguise I'll admit, but when you're armour-plated, who cares if you're seen sneaking into enemy territory? No-one but the stupidest of creatures is going to bother you.

Each of the enormous 10 levels has a particular toy or sweet theme. The graphics are bright, brash, bold and, er, blimmin' nice. It's just the sort of thing that you need to cheer you up on a rainy Sunday afternoon. James himself has a range of different moves. In fact, I think he should lay off the tartrazine for a while – this fish never stops moving. Even if the he's not doing anything in particular he stands there wiggling.

If there was ever a game character I could fall in love with, this would be it (*we don't want to know about your fetishes, thank you, Clur – Ed*). I'm not going to let Roger get his hands on this one to review!



No it's not a barber shop sign, Anyway, fish don't have hair, do they?



Now, I've seen quite a few odd things in my time. But never a fish riding bareback!

VITAL STATISTIX

Game	*James Pond 2: RoboCod*
Label	Kixx
Contact number	021 625 3388
Price	Cass £3.99
Released	End of April

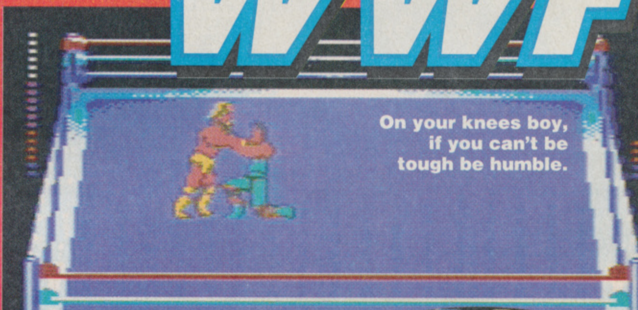
WWF

After the rush of beat-'em-ups that have had really fiddly joystick controls recently, it'll be great to get my hands on a real waggler of a sports game for a change. *WWF* was originally released in at the end of 1991, with an £11 pounds price tag. Now a year and a bit later the Hit Squad have swiped the game from their big brother company, Ocean, to bring it to you at a bargain price of £3.99.

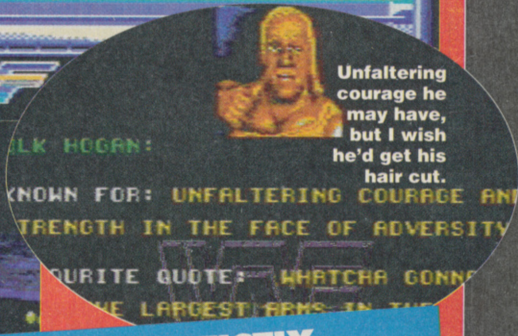
WWF has the added advantage of featuring that multi-media star, Hulk Hogan. (By the way, have you seen *Mr Nanny*? Now that's a very sad movie, and I don't mean a tear jerker.) You can chose to control either Hulk, the Ultimate Warrior (with hair to die for) or the British Bulldog.

Each of the players has a different favourite move, controlled via the joystick. If you end up in a grapple with your opponent, the only way to win is to waggle your stick faster than he can (don't worry if you're playing the computer – it doesn't cheat and win every time).

Almost the whole screen's taken up with the ring, so the players aren't so small that you can't tell what's happening – you want to be able to see the violence! This definitely looks a lot more fun than the toy-size plastic WWF rings you can get. (And while I'm on the subject, have you seen those imposter Action Men™ you can get now – they look more like Barbie's Ken, the wimps!)

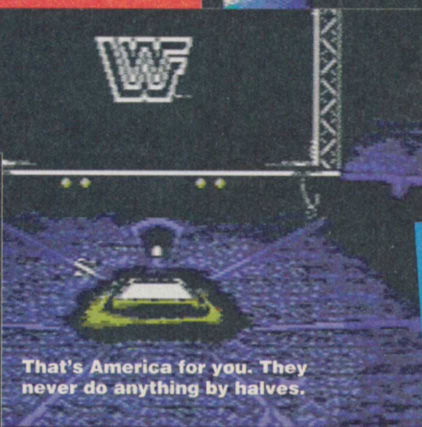


On your knees boy, if you can't be tough be humble.

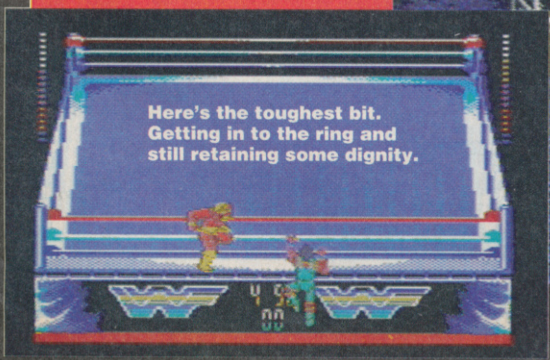


LK HOGAN:
KNOWN FOR: UNFALTERING COURAGE AN
TRENGTH IN THE FACE OF ADVERSITY
URITE QUOTE: WHATCHA GONN
HE LARGEST ARMS IN TH

Unfaltering courage he may have, but I wish he'd get his hair cut.



That's America for you. They never do anything by halves.



Here's the toughest bit. Getting in to the ring and still retaining some dignity.

VITAL STATISTIX

Game	*WWF*
Label	Hit Squad
Contact number	061 832 6633
Price	Cass £3.99
Release	End of April

SNIPPETS SPECIAL

YOU MIGHT NOT THINK IT'S POSSIBLE, BUT THE BEST IS JUST ABOUT TO GET BETTER!!!

COMMODORE FORMAT
The very best C64 mag money can buy!

We asked and you responded – by the thousands! Our Spring Clean Survey told us exactly what you thought *CF* was doing right, doing wrong and not doing at all. We've read the results of the survey, sat down, scratched our heads and have devised a fiendish masterplan to give you the Commodore coverage you deserve. The full details of our plan will be revealed in *CF*33 – in fact our fiendish masterplan IS *CF*33!

NEW LOOK

The first thing you'll notice about *Commodore Format* 33 will be that it looks a little different. It became clear from the survey that you wanted a new look. So, after nearly three years, we're completely re-designing everything from the logo (you know the huge *Commodore Format* banner seen on the cover) to the tiniest page number. We thought we'd better tell you what we're going to look like next month, though, so you'll know what to look for down at the newsagents!

And you'll also need to be stronger to buy *Commodore Format*, because we'll be moving up to slicker, smoother and 'heavier' paper. So in the interests of safety, if you get the mag delivered, please make sure that all your pets are clear of the letter box on 24th May – or they could get squished by the chunky cat-killer of an issue, if you catch my drift.

MORE OF WHAT YOU ASKED FOR

The changes won't be all cosmetic – there will be some major modifications to the editorial content (that means not only what we write but what we write about) too, but we're not going to spill all our secrets in one go! But there is one thing that will NEVER EVER change – and that's *Commodore Format*'s commitment to the C64. This is, and will remain, unequivocal. Every change has been made to make sure that you get all the info for your computer, in an even clearer, crisper and crunchier way than ever before.

Remember folks. "Watch the shelves, watch the shelves!"

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FAX: (0462) 670301

STOP PRESS & MOUSE

This is a superb Desktop Publishing program which contains its own built-in Text Processor and Graphics Package. It comes with 32 different text fonts and numerous clip art pictures. It is also supplied with the AMX Mouse which makes the program very easy and quick to use. Stop Press is only available on disk.
MJC PRICE £39.95

C64 GAMES

THIS MONTHS SPECIAL
THE ADDAMS FAMILY
CASSETTE ONLY £7.50
DISK ONLY £10.50
(price valid until 31st May 1993)

	CASS	DISK
Addams Family	7.95	10.95
Beavers	7.95	10.95
Cool World	7.95	-
Creatures 2	8.95	11.95
Crystal Kingdom Dizzy	6.95	-
Football Manager 3	7.95	10.95
Hook	7.95	-
Indiana Jones Fate/Atlantis	8.95	11.95
Lethal Weapon 3	7.95	-
Nick Faldo Golf	10.95	-
North & South	8.95	-
Outrun Europa	8.95	-
Raving Mad	8.95	-
Sim City	-	15.95
Space Crusade	7.95	10.95
Streetfighter 2	8.95	11.95
WWF 2	7.95	-

C64 COMPILATIONS

Dream Team	10.95	-
Super Fighter	10.95	-
Addicted to Fun	7.95	10.95
Lineker Collection	7.95	10.95
Dizzy Collection	7.95	-
Soccer Stars	8.95	-
Air Sea Supremacy	11.95	-
Max Pack	12.95	-

C64 BUDGET GAMES

Boxing Manager 2	4.99	-
Cyberball	3.95	-
Dizzy Prince of the Yolk Folk	3.95	-
F16 Combat Pilot	3.95	7.95
Hudson Hawk	3.95	-
Indiana Jones Last Crusade	3.95	-
Popeye 3	3.95	-
Trivial Pursuit	3.95	-

EDUCATIONAL SOFTWARE

FUN SCHOOL

The Fun School series of educational programs offer a number of challenging and exciting programs in each package. They help develop your childs number and word skills whilst at the same time allowing them to have fun using the computer.

	CASS	DISK
FUN SCHOOL 2 - 8 programs per pack		
Fun School 2 - Under 6 years	3.95	-
Fun School 2 - 6-8 years	3.95	-
Fun School 2 - Over 8 years	3.95	-
FUN SCHOOL 3 - 6 programs per pack		
Fun School 3 - Under 5 years	9.95	11.95
Fun School 3 - 5-7 years	9.95	11.95
Fun School 3 - Over 7 years	9.95	11.95
FUN SCHOOL 4 - 6 programs per pack		
Fun School 4 - Under 5 years	9.95	11.95
Fun School 4 - 5-7 years	9.95	11.95
Fun School 4 - Over 7 years	9.95	11.95

FUN SCHOOL SPECIALS

In response to consumer demand a range of Fun School Specials have been developed to help children with specific areas of learning.

Spelling Fair	10.95	-
Paint & Create	10.95	-

PLAYDAYS

The popular Playdays television programme is now available as an educational computer game. Contains 13 different games. Includes some superb graphics and sound (for 3 to 8 years).
CASSETTE £10.95

SHOE PEOPLE

This package contains 6 excellent games. The games are designed so that children can play and learn on their own. They are easy to master and the level of difficulty is designed to increase gradually as the child progresses.
CASSETTE £5.95

ACTION REPLAY MK VI

The ultimate utility cartridge for the Commodore 64/128. Some of the features included are: - Turbo Loader, Sprite Control, Infinite Lives Generator, Professional Machine Code Monitor, Freezer Utility, Disk Copy, Tape Turbo, Fast Format, Printer Dump, Screen Editor, Extended Format and it also includes a software Centronics Interface.
MJC PRICE £32.95

MINI OFFICE 2

A great introduction to business software. The package features a Word Processor, Database, Label Printer, Spreadsheet, Graphics and Communications.
CASSETTE £13.95
DISK £15.95

ADVANCED ART STUDIO

A superb art package. Contains lots of features such as: - Cut & Paste, Zoom in and out, 16 Pens, 8 Sprays, 16 Brushes, Rotate, Copy and many more.
CASSETTE or DISK £19.95

C64 DATARECORDER

An excellent quality cassette player at an amazingly cheap price.
MJC PRICE £21.95

JOYSTICKS

Quickjoy 1 Turbo	6.95
Quickjoy Python	9.95
Apache	7.95
Competition Pro 5000	13.95
Zip Stick	13.95
Top Star	19.95

AZIMUTH TAPE HEAD ALIGNMENT KIT

This pack comes complete with a special Azimuth Screwdriver, Azimuth Tape with full instructions to adjust your cassette deck head's alignment.
MJC PRICE ONLY £8.95

THE SCANNER

Now new and improved. Yep, we're sticking the up and coming budget releases on there now. But the usual rules apply – the nearer the centre the nearer the game is to release.

SHADOW DANCER

Hit squad

A game about going to a really badly lit party and boogieing on down?

DARK MAN

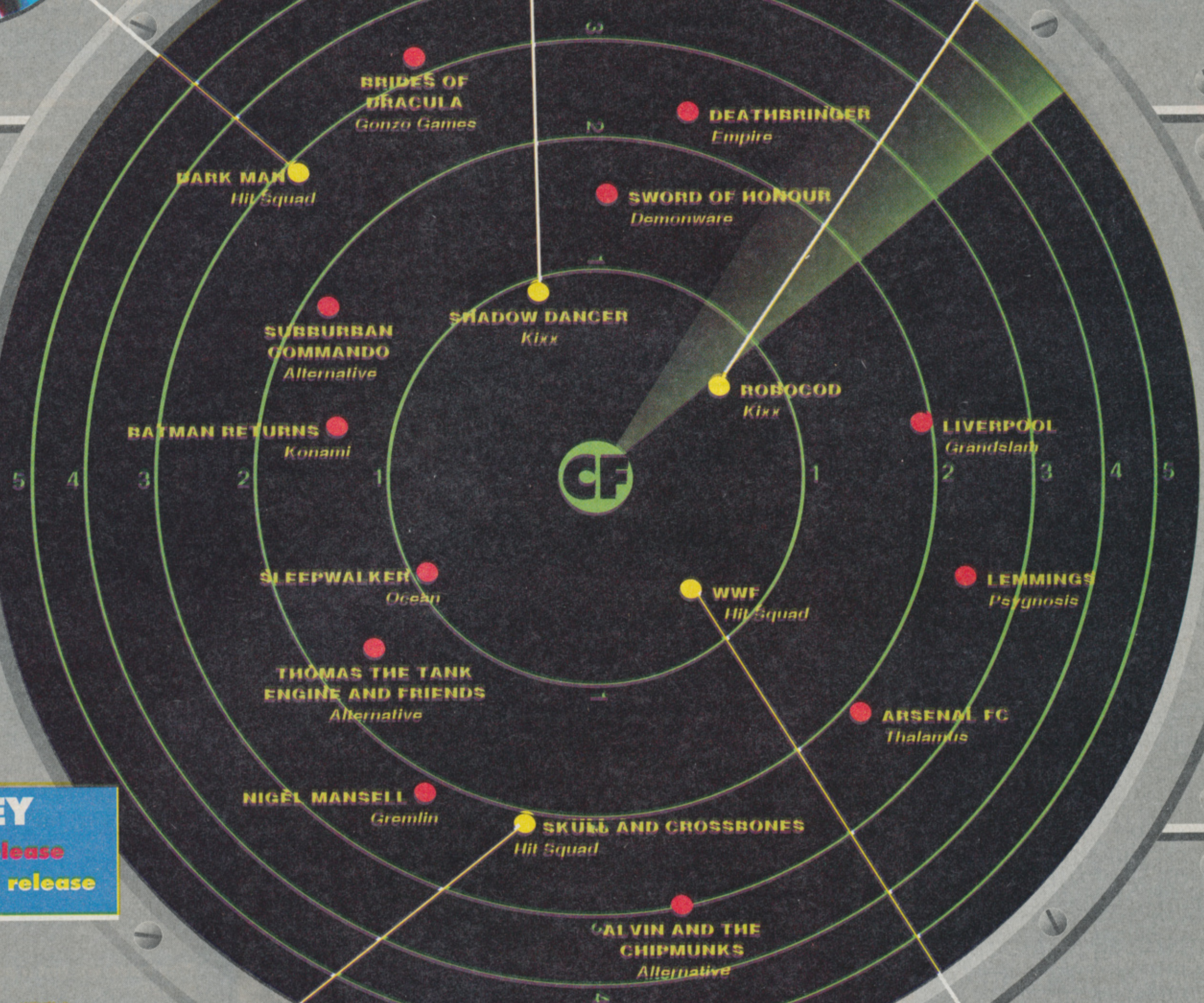
Hit Squad

Clur's one and only claim to fame is that she was at college with Liam Neeson's cousin.

JAMES POND 2 ROBOCOD

Kixx

The classic platformer at a bargain price – keep an eye out for loads of fishy puns soon.



KEY

- ● New release
- ● Budget release

SKULL AND CROSSBONES

Hit Squad

I wonder which pirate first put the skull and crossbones on his flag. More importantly, what would Freud say about it?

WWF

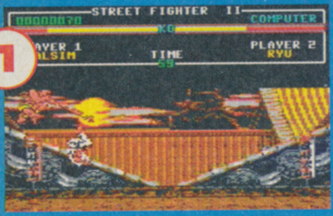
Hit Squad

The surge of beat-'em-up games is not over yet. And now the original Rampage is at a lower price than ever before.

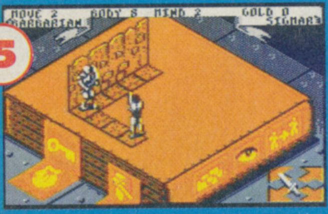
ELSPA
PENGUIN
CHARTS · COMPILED BY GALLUP
SPONSORED BY PENGUIN BISCUITS

The CHARTS

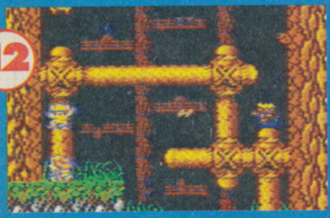
THE DEFINITIVE GUIDE TO THE BEST-SELLING C64 SOFTWARE



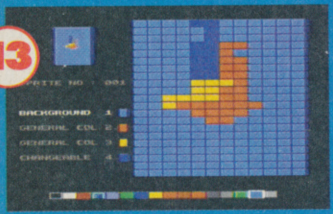
It used a special move to go straight in at number one four months ago, and this month *Street Fighter 2* beats all-comers to remain the C64 world champ.



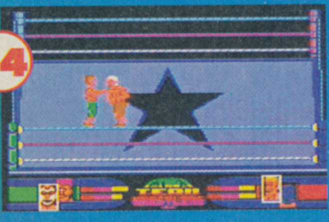
Doing a darned sight better in the 'board game transferred to computer' stakes than *Trivial Pursuits* is *HeroQuest*, straight in the Top Ten at number five.



If you do want to go around stealing artefacts belonging to ancient cultures you have to take the rough with the spear up the behind. Just ask *Rick D.*



Here Dave shows his complete lack of artistic ability. This is a sprite for use in a *SEUCK* game. But what's it supposed to be? Apart from pathetic, that is.



Two heads are better than one. Especially if one has been pummelled against the floor a few times. Tag a partner while you take a couple of paracetamol.

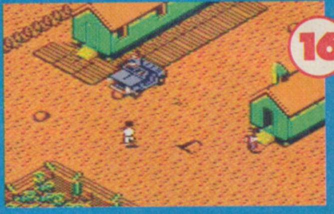
CF'S TOP 40 GAMES

1	▶	**STREET FIGHTER 2**	US Gold	£12.99	CF29	80%
2	▶	**STREET FIGHTER**	Kixx	£3.99	CF30	36%
3	▲	**DIZZY PRINCE OF THE YOLKFOLK**	CodeMasters	£3.99	CF17	91%
4	▼	**GOLDEN AXE**	Tronix	£3.99	CF20	89%
5	NEW	**HEROQUEST**	GBH	£4.99	CF30	94%
6	▼	**TERMINATOR 2**	Hit Squad	£3.99	CF30	72%
7	▶	**WRESTLING SUPER STARS**	CodeMasters	£3.99	CF29	52%
8	▲	**F15 STRIKE EAGLE**	Kixx	£3.99	CF31	78%
9	▼	**F16 COMBAT PILOT**	Action 16	£3.99	NOT REVIEWED	
10	▲	**FUN SCHOOL 2 OVER 8S**	Hit Squad	£3.99	CF27	64%

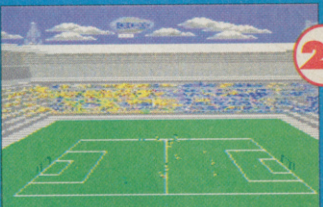
11	GRAEME SOUNESS SOCCER	Zeppelin	£3.99
12	RICK DANGEROUS 2	Kixx	£3.99
13	SHOOT-'EM-UP CONSTRUCTION KIT	GBH	£4.99
14	AMERICAN TAG TEAM WRESTLING	Zeppelin	£3.99
15	WWF EUROPEAN RAMPAGE TOUR	Ocean	£10.99
16	ARNIE 2	Zeppelin	£3.99
17	SPELLBOUND DIZZY	CodeMasters	£3.99
18	RAINBOW ISLANDS	Hit Squad	£3.99
19	TEST DRIVE 2	Hit Squad	£3.99
20	FOOTBALL MANAGER 3	Prism	£10.99
21	MAGICLAND DIZZY	CodeMasters	£3.99
22	CREATURES	Kixx	£3.99
23	CHAMPIONSHIP 3D SNOOKER	Zeppelin	£3.99
24	CAPTAIN DYNAMO	CodeMasters	£3.99
25	MANCHESTER UNITED	GBH	£3.99
26	BIG BOX 2	Beau Jolly	£16.99
27	ITALIA '90	Tronix	£3.99
28	JACK NICKLAUS GOLF	Hit Squad	£3.99
29	SUPER SPACE INVADERS	Hit Squad	£3.99
30	ROBIN HOOD LEGEND QUEST	CodeMasters	£3.99
31	DIZZY DOWN THE RAPIDS	CodeMasters	£3.99
32	MATCH OF THE DAY	Zeppelin Premier	£10.99
33	DJ PUFF	CodeMasters	£3.99
34	CRYSTAL KINGDOM DIZZY	CodeMasters	£9.99
35	SUMMER CAMP	Kixx	£3.99
36	SUPER OFF ROAD	Tronix	£3.99
37	TRIVIAL PURSUIT	Hit Squad	£3.99
38	INTERNATIONAL TENNIS	Zeppelin	£3.99
39	DREAM TEAM	Ocean	£14.99
40	TREVOR BROOKING: WORLD CUP	E&J	£3.99

THE KEY

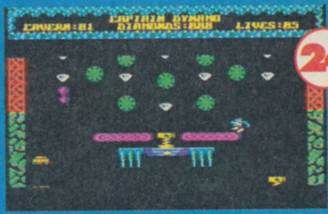
GOING UP ▲ GOING DOWN ▼ NEW ENTRY NEW STANDING STILL ▶



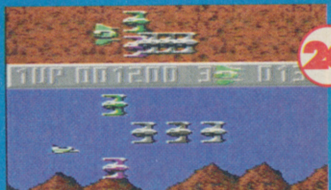
ARNIE 2 blasts in to the Top 20. Pretty impressive at it had only been available for a fraction of the month. Watch it blast all the way to the top next issue.



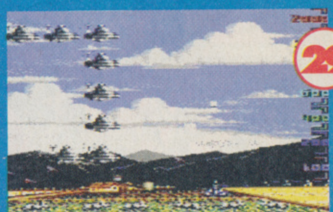
It's a game of... er... loads of halves – about 90 league halves per season, plus Cup halves, and friendly halves. *Football Management 3*, not 'arf!



The aged *Cap Dynamo*'s chart progress is almost as slow as his arthritic climb up the rocket gantry in the game. Will he live long enough to make the Top Ten?



Why have we got a pic of *Sanxion*? 'Cos it's in *Big Box 2* which has moved up to 26. We've a reason for everything (except why Take That are successful).



The grandaddy of all computer games returns to the charts, albeit with a bit of a facelift. What we can't work out is why they want our cows this time?

ANDY ROBERTS'

Gamebusters

TIP DIP TUSKER

System 3/Kixx

He's here again, your friend and mine, Richard Beckett, this time with a solution for this excellent re-release. It's a bit like Indiana Jones meets Green Peace being right on and ecologically aware, but if it's you that keeps facing extinction every time you play, there's no excuse now for not surviving all the way to the Elephant's Graveyard (*unless you go by tube – Ed*).

Level One – from the start: L • L • collect CLOCK • L • collect KNIFE • R • R • R • R • collect GUN • R • collect BOTTLE • R • collect ACID • R • enter cave • U • kick box to get BOOK • L • R • stab alligator with KNIFE • R • R • enter door • collect GOLD and MACHETTE • hold BOOK and look at MAP • R • L • L • L • enter small cave • cut down bushes with MACHETTE • U • R • R • R • R • drop ACID on slug's chains (move out of the way) • U • Level complete.

Level Two – from the start: R (slowly) • R • collect BRANCH • R • R • collect KEY • L • enter door • L • R • R • use KEY and punch lock to open door • enter door • collect POTION • D • L • enter door • R • collect MATCHES and SLING • R • burn the orb guard with MATCHES (punch to use them) • collect ORB • R • give POTION to witch doctor (hold potion and punch him) to gain a KEY • D • L • L • D • L • L • D • R • R • R • use KEY and punch left guard to open door • enter door • level complete.

Level Three – from the start: R • collect NUGGET • R • collect NUGGET • R • collect NUGGET • R • collect NUGGET • R • hit monster with SLING • collect NUGGET • R • collect NUGGET • R • collect NUGGET • R • R • R • R • R • R • enter cave • R • R • die once to get rid of monkey • R • U • kick the left of the pit's wall to release the spider • get IDOL (when the insects have gone) • D • R • U • R • collect IDOL (look out for the plant) • L • D • R • collect HAMMER • collect CHISEL • Collect WOOD • L • D • L • hit left coffin to open it • collect IDOL • R • put BROWN IDOL on top of the table • put PURPLE IDOL in the middle • put YELLOW IDOL at bottom to make a new door • R • put WOOD across gap • R • put GOLD on left of scales • R • and that's the game complete.

There's no way my tusks are ending up as piano keys.

TIP DIP FIRST STRIKE

Power Pack 28

If you fancy rising to the status of 'Top Gun', heed this sound advice from Daniel Dyer. I wonder if he's related to Thicky Dyer... erm, probably not.

SIDEWINDERS: For use against all aircraft, particularly the red planes (as it's almost impossible to get them with the cannon).

MAVERICK: For use on tanks, submarines, spy travellers and missile cruisers, but isn't much better than the cannon on tanks. Especially handy for sea targets as they are light (allowing you to carry more).

BOMBS: For use against all stationary land and sea targets, especially weapons plants and radar sites. Use the maverick against sea vessels and the cannon against tanks.

CANNON: For tanks and aircraft only. Quite handy when you're low on mavericks. Not much use against red aircraft.

FLARES: Used to divert the attention of homing missiles – drop 'em on top.

FUEL TANK: Not much use at all, really, as it weighs too much.

OTHER TIPS: Avoid helicopters by flying above the clouds. Watch out for cliffs and lighthouse. If your fuel drops low fly to the highest point – it will give you more time to reach the airfield.

Nope, it's not an F-16 like in *Strike Eagle*, but it does look dead 'ard so who cares?

TIP DIP SERGEANT SEYMOUR ROBOTCOP

CodeMasters

Having trouble bringing those hardened criminals to justice? Is your re-enforced armour as tough as a sardine can? Fear not, here's a handy cheat to make life much, much easier. On the title screen, type in STEGTHESLUG (without any spaces). The border will change colour and you should now have infinite lives to play with, as well as the handy ability to jump to the next level by tapping F7. And remember... stay out of trouble.

We've got maps. We've got tips. We've got POKEs. We've got listings. Let's face it, when it comes to cracking C64 games we've got the lot, and loads more of it than any other magazine.

REGULARS

TIP DIP 15
The best of the tips, cheats and POKEs that you lot have sent in this month.

FRAMEBUSTERS 26
Threy might cost less but they're no less hassle to get through. Some handy advice on how to bust those budget games

SAM'S CORNER 23
Where to turn in your hour hour of need. We sort out your specific problems.

MAPS AND SOLUTIONS

STUNTMAN SEYMOUR 16
Lights, camera, action. The second part of our complete Seymour solution.

LETHAL WEAPON 18
The secret of success part one.

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The Paris and New York levels mapped.

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Yeehaw. Ride 'em coyboy. More Seymour secrets blown wide open.

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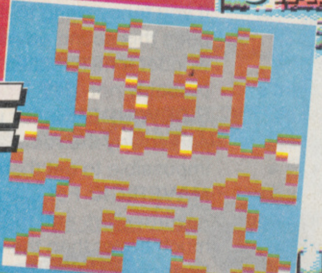
STUNTMAN

Andy Roberts whips out his megaphone and directs Seymour to the climactic finale of his movie career. And why not?

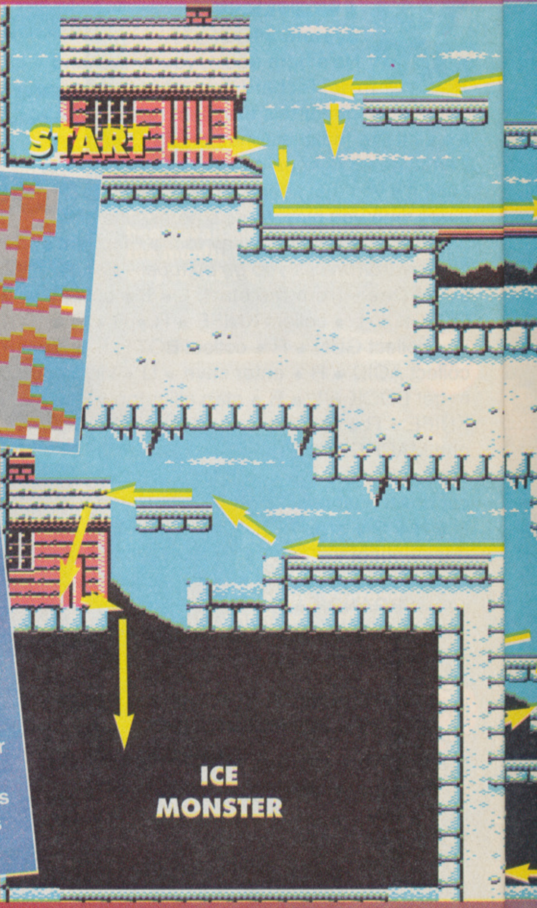
LEVEL 3- JAMES BOND SNOW SCENE

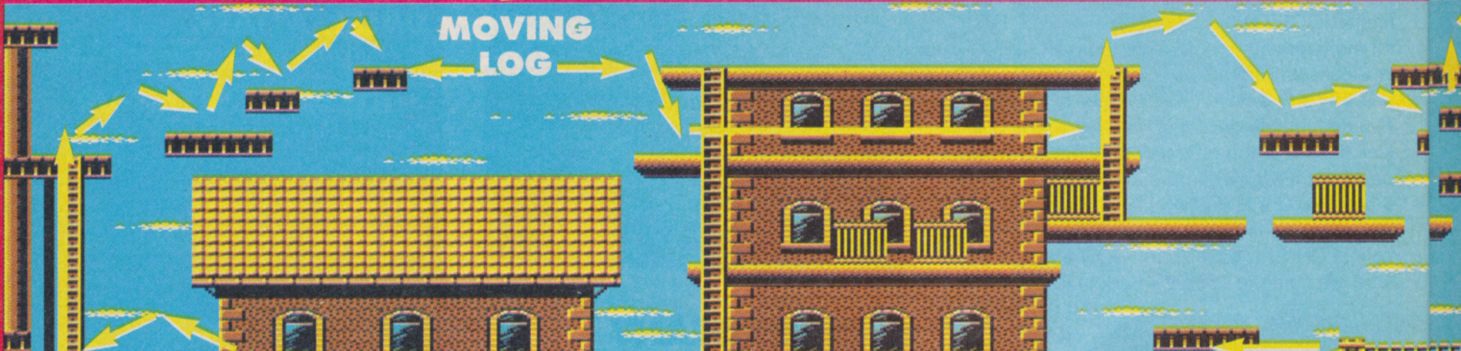


FROM THE START: go right • drop down • kill both skiers • right • jump up and right • jump up and left • kill penguin • left • kill skier • drop down • right • drop down (hold right) • kill penguin • right • shoot skier • jump up and right • kill penguin • jump up and left • up • get diamond • kill skier • right • drop down • kill penguin • up and right • kill penguin • up and left • up • shoot skier • jump right • kill penguin and skier • right • drop down (hold right) • jump left • jump left • bomb skier and penguin • jump left • kill penguin and skier • jump up and kill skier • right • drop down (hold right) • kill both penguins and the skier • jump up and bomb penguin • go left on moving log • jump up and left • get diamond • up • kill penguin • drop down • go left on moving log • up • bomb skier • up • kill penguin • up and left • kill both penguins • left • kill penguin • jump up and left • drop down and collect diamond • drop down • get the contract then prepare to meet the end-of-level bad guy.

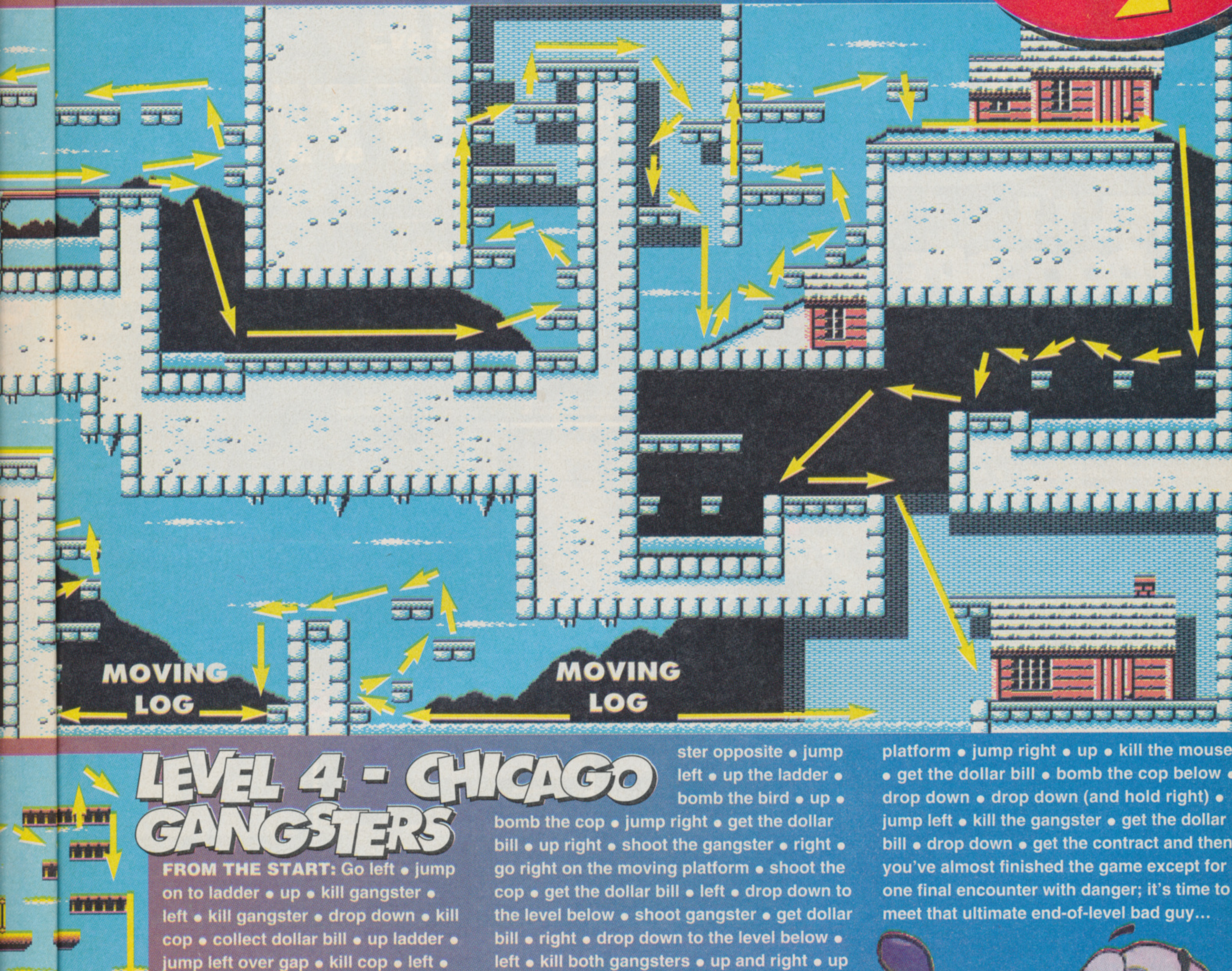
BOSS #3 THE ICE MONSTER

This fella is marginally more difficult to kill than the other bosses in the game, as there are two deadly strips of water on either side of the screen (which doesn't give poor Seymour much room to move). This Yeti-esque creature bounces around in a similar manner to Captain Beardy, but spends most of his time on the ground. Use bombs as opposed to normal bullets to kill him as he has a hit-count of 130!





SEYMOUR PART 2

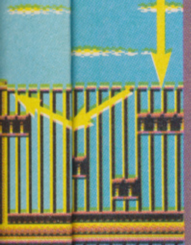


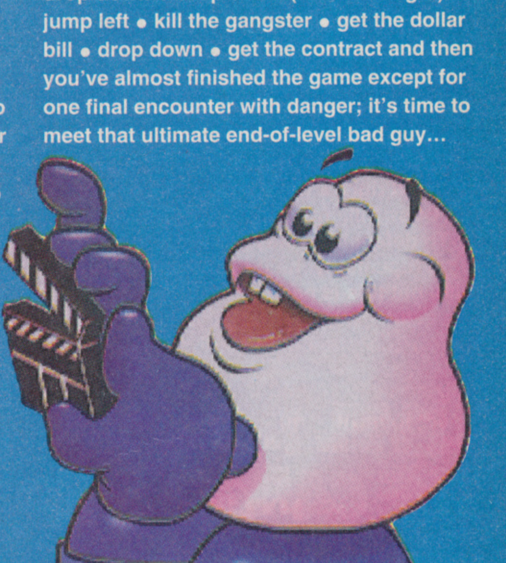
LEVEL 4 - CHICAGO GANGSTERS

FROM THE START: Go left • jump on to ladder • up • kill gangster • left • kill gangster • drop down • kill cop • collect dollar bill • up ladder • jump left over gap • kill cop • left • drop down • get dollar bill • right • up ladder • shoot gangster opposite • jump left • up • bomb cop • up • jump right • kill mouse • up ladder • kill gangster • bomb bird • kill gangster opposite • jump left • up the ladder • bomb the bird • up • bomb the cop • jump right • get the dollar bill • up right • shoot the gangster • right • go right on the moving platform • shoot the cop • get the dollar bill • left • drop down to the level below • shoot gangster • get dollar bill • right • drop down to the level below • left • kill both gangsters • up and right • up the ladder • bomb the cop to the right • jump right on to the platform • jump right • up • kill the mouse • get the dollar bill • bomb the cop below • drop down • drop down (and hold right) • jump left • kill the gangster • get the dollar bill • drop down • get the contract and then you've almost finished the game except for one final encounter with danger; it's time to meet that ultimate end-of-level bad guy...

BOSS #4 – CECIL THE MANAGER

As is the way of things in computer-game land this final end-of-level bad bloke is the hardest to kill, mainly because it takes a massive 150 hits to kill him. He moves around like the Big Red Chief, but drops dynamite at an alarming rate. The best tactic is to stay roughly in the centre of the screen, only moving left or right when he's about to land on your head. Save up as many bombs as possible for this encounter, as it takes an age to kill him using normal bullets. And that's a wrap!





LETHAL

THE SOLUTION

PART 1

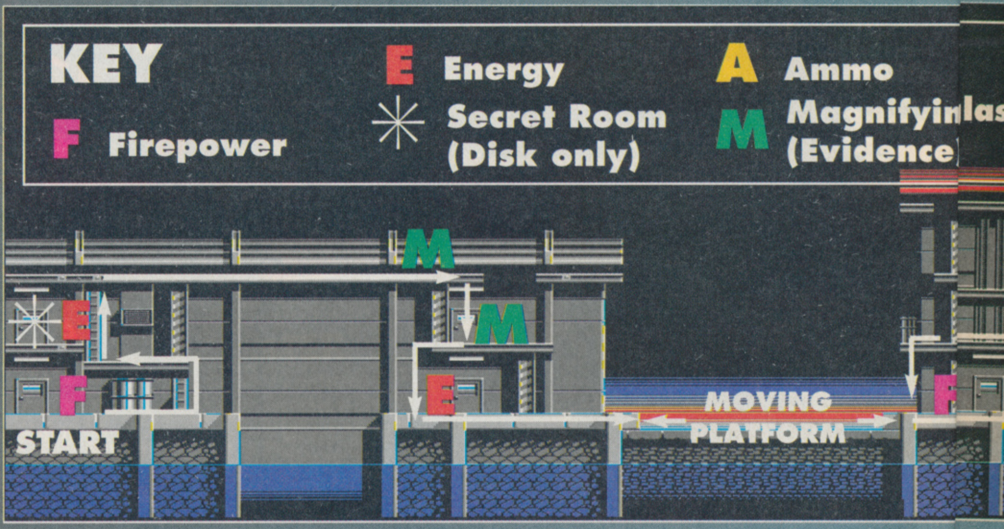
LEVEL 1.1 LA. DOCKSIDE

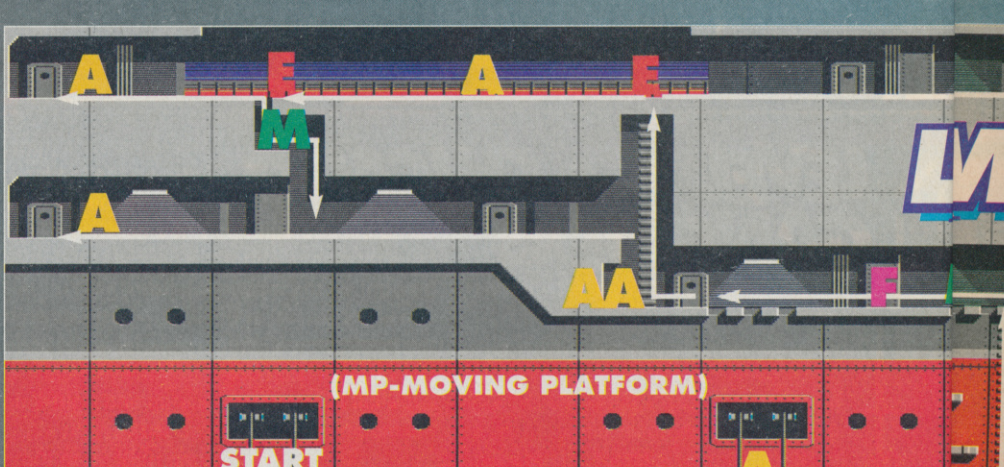
FROM THE START: Collect the FIREPOWER • jump up and shoot the bomber • go up the ladder • collect the ENERGY • up the next ladder • shoot the terrorist and the ninja • go right • shoot the ninja • collect EVIDENCE • drop down • shoot the bazooka bloke • collect EVIDENCE • drop down • collect the ENERGY • shoot both terrorists • go right • get on the moving platform and go right • collect the FIREPOWER • shoot the bazooka bloke • go right • shoot the ninja and the terrorist • go right • shoot the ninja and the terrorist • jump up and shoot the bazooka bloke.

Get on moving platform and go right • shoot the bazooka bloke • shoot the ninja • shoot the terrorist • go right • shoot the ninja and the terrorist • up the ladder • shoot the terrorist to the right • shoot the terrorist and the bazooka bloke to the left • collect EVIDENCE • go right • shoot the ninja • go right • shoot the ninja and the terrorist • go back to the left • collect AMMO • drop left off the platform and push up to grip the tight-rope.

Go left • shoot the terrorists • jump up and shoot the bomber • shoot the terrorist • go right • back across the tight-trope • drop off at the right-hand side • go right • get FIREPOWER • get on moving platform and head right • go right to confront the first Boss Villain.

To defeat him, stay at the far left and shoot repeatedly, he'll occasionally throw a knife, but this is easily to avoided. When he's dead, run right and push up in front of the EXIT door to complete the level.





LEVEL 1.2 THE CARGO SHIP

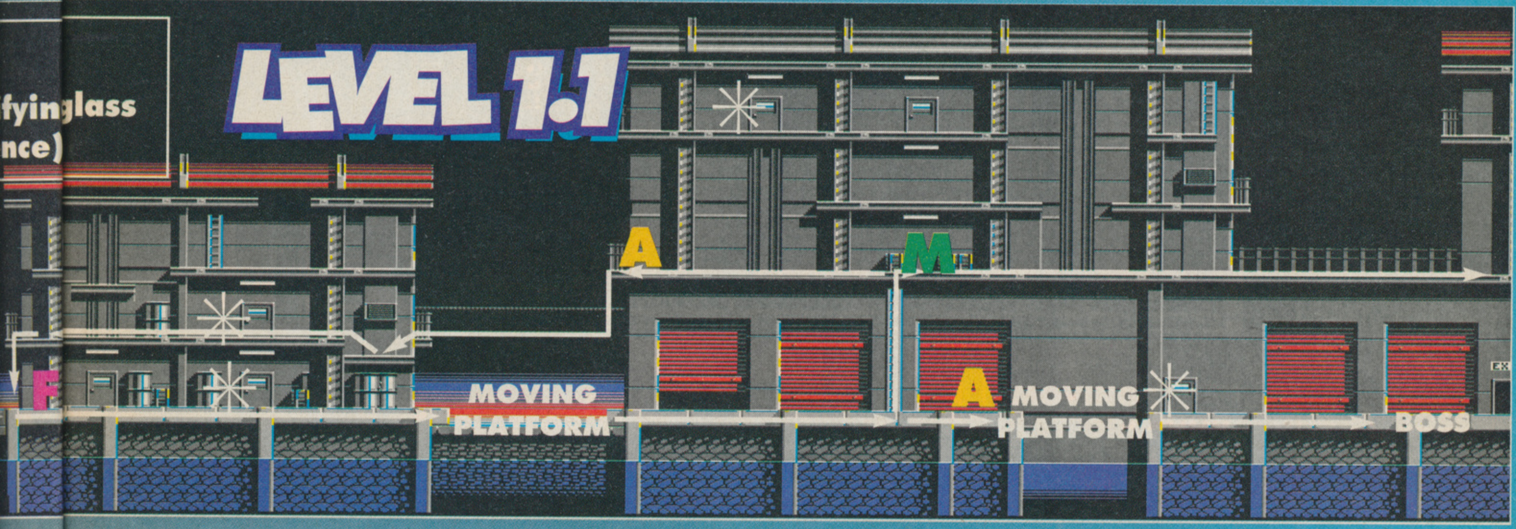
FROM THE START: Get on the platform and go right • jump right on to the next platform (when safe to do so) and go right • jump right on to next platform and head right • shoot the purple thug • collect AMMO • get on the next moving platform and go right • jump off and shoot the knife-thrower • collect ENERGY • jump up and shoot the knife-thrower • up the ladder • First shoot the knife-thrower and then the terrorist.

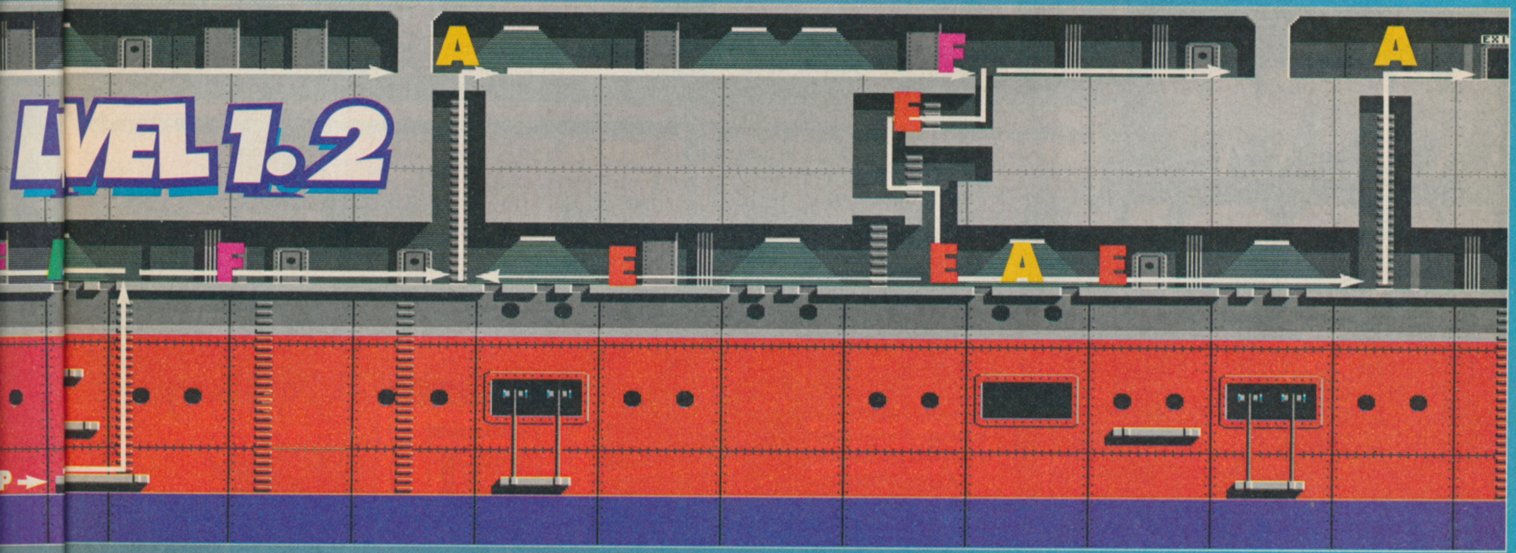
Go left • collect EVIDENCE • go left • shoot the terrorist • collect FIREPOWER • go left • shoot the knife-thrower • go left • collect AMMO • up the ladder • shoot the terrorist to the left • go left • get ENERGY • shoot the terrorist • go left • shoot the terrorist • go left • collect AMMO • go right • up the ladder • collect ENERGY • shoot the terrorist and the ninja • go right • shoot the ninja • go right • shoot the ninja • go right • shoot the purple thug • go right • shoot the ninja • go back to the left • collect AMMO.

Shoot the terrorist • go left • get ENERGY • go left over the gap • shoot the

WEAPON

Five different missions and ten separate levels make this one of the biggest (and hardest) games to surface in a long time. Fear not, citizens, Lieutenant Andy Roberts is here to save the day. You have the right to a solution...





terrorist • go left • shoot the terrorist • collect AMMO • go right • drop down gap • collect EVIDENCE • drop down • go right to the ladder • drop down • go right • collect FIREPOWER • shoot the ninja • go right • shoot the knife-thrower • up the ladder • get AMMO • shoot the ninja and the terrorist • go right • shoot the terrorist • go right • shoot the terrorist • go right • collect FIREPOWER

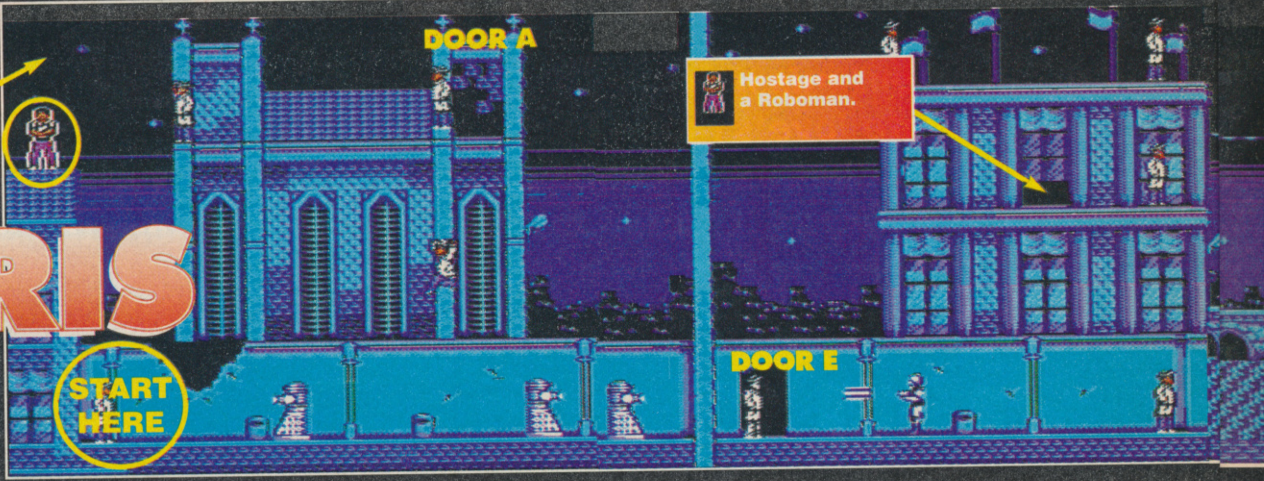
Go right over the gap • shoot the ninja • go right • shoot the ninja • go right up to wall • shoot the purple thug • go back to the left • drop down the gap • collect ENERGY • shoot the purple thug • drop down • shoot the purple thug • drop down • collect ENERGY • shoot the thug to the right • shoot the thug and the terrorist to the left • go left • shoot terrorist • collect ENERGY • go right • collect AMMO • go right • shoot the terrorist • collect ENERGY • go right • shoot the thug • go right • shoot the ninja • up the ladder • collect AMMO and push up in front of the EXIT door to complete the level.

NEXT MONTH

Tune in next month for the sequel when we spill the beans on level two and dish the dirt on level three. You'd be utterly bonkers to miss it, mate.

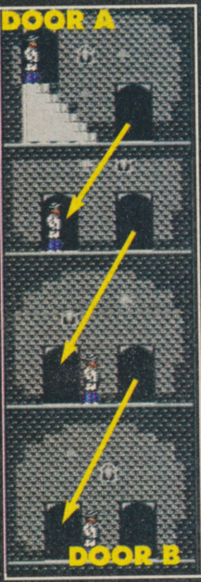
DALEK ATTACK

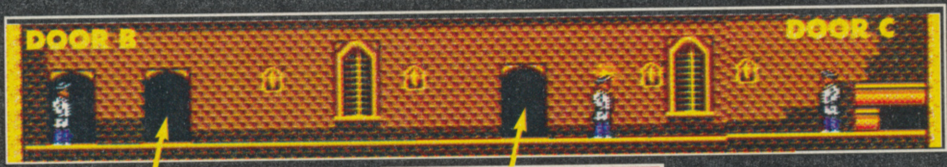
PARIS


DOOR A
DOOR E
START HERE

There's a power-up for your sonic screwdriver here. Get to it by jumping up some invisible steps.

Hostage and a Roboman.

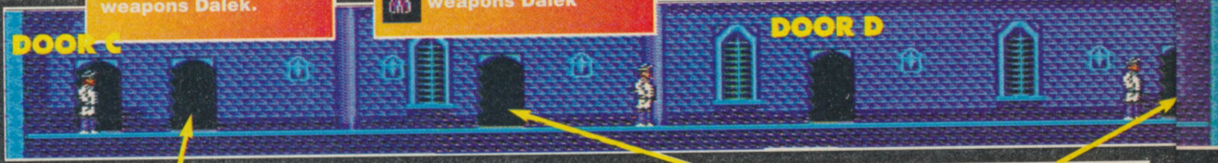

DOOR A
DOOR B


DOOR B
DOOR C

Don't go in here whatever you do – there's no point and you will regret it, I promise you.

Bombs and a heavy weapons Dalek.

Hostage and heavy weapons Dalek.

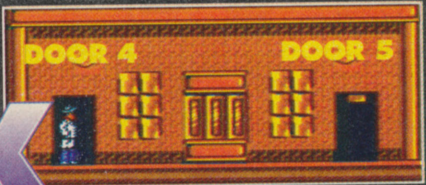

DOOR C
DOOR D

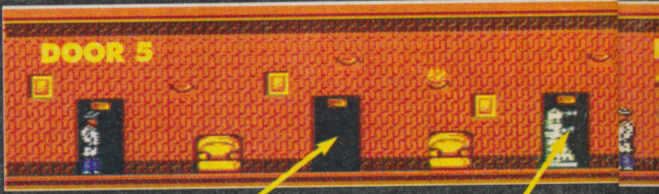
Hostage, heavy weapons Dalek and a sonic screwdriver power-up.

Hostage and an irate Roboman.

Hostage and flying robot.

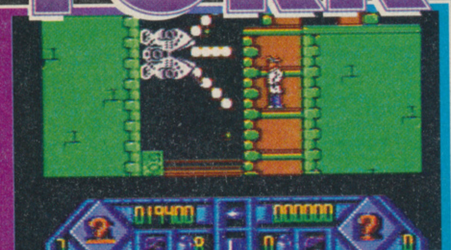
NEW YORK


DOOR 4
DOOR 5



Hostage.

Hostage.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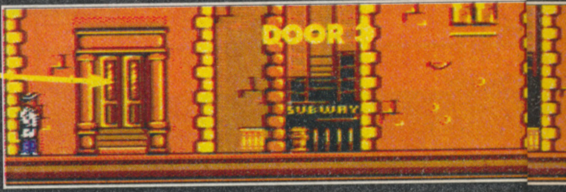
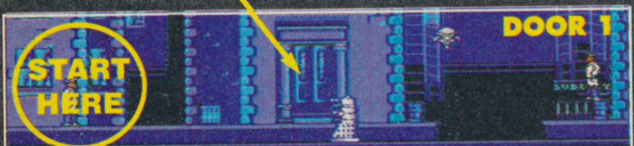
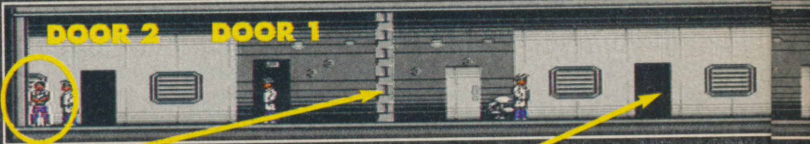
Once you've got all the hostages it's through here to the end-of-level baddie.

Just one lonely old Dalek. Don't go in to keep him company.


DOOR 3
SUBWAY


DOOR 1
START HERE


DOOR 2
DOOR 1

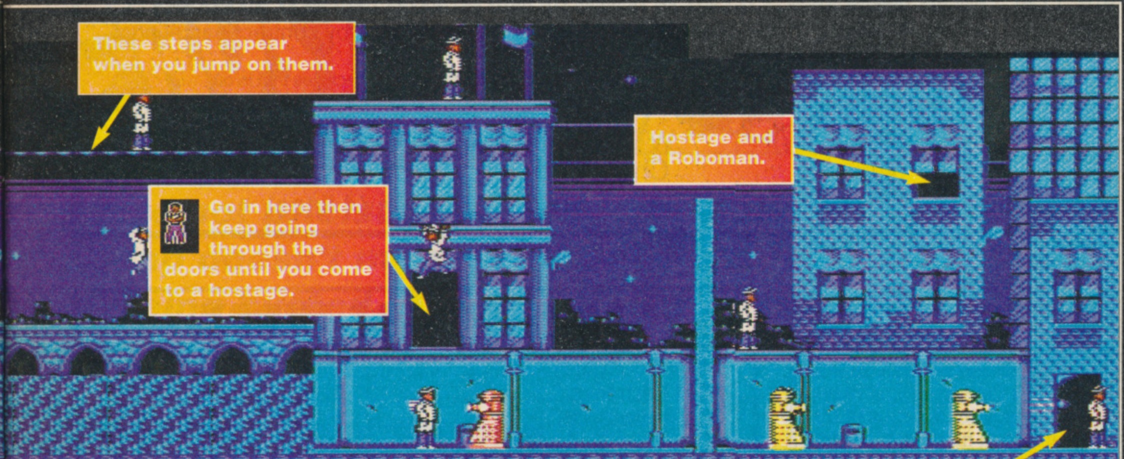
Blast this a few times.

Two sonic screwdriver power-ups and two robots.

COMMODORE FORMAT May 1993 – Jimmy Page

PART 2

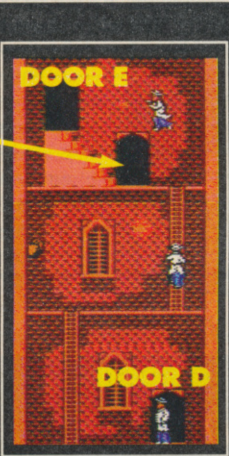
Having defeated the dastardly dustbins in London, the Doctor now has to face the Daleks in Paris and New York. To help you help him, Dave has put together some street maps that are much more useful than any old A to Z.



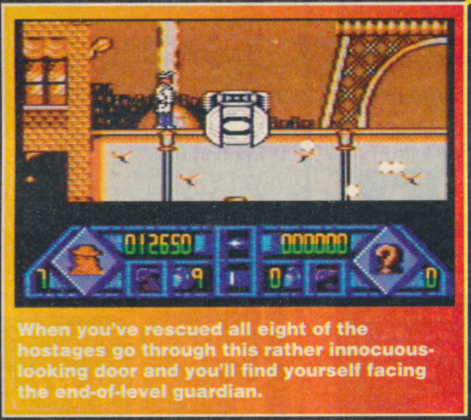
These steps appear when you jump on them.

Hostage and a Roboman.

Go in here then keep going through the doors until you come to a hostage.



DOOR E
DOOR D



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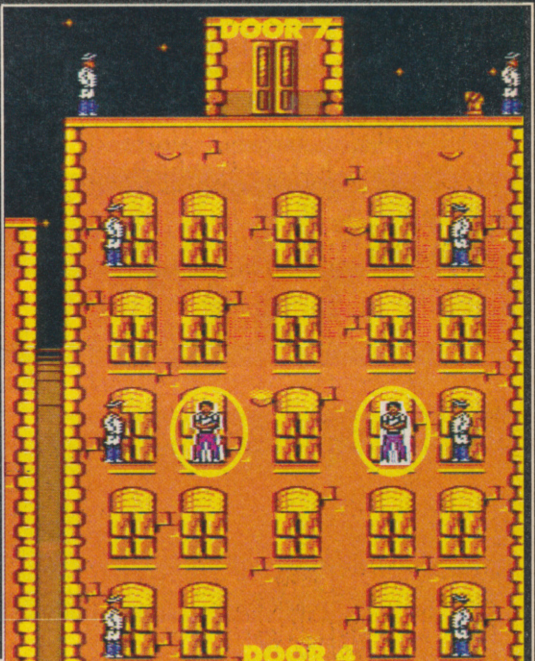
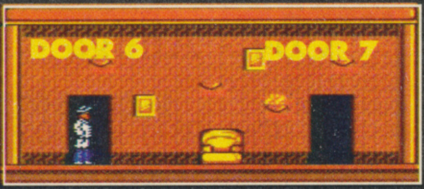
When you've rescued all eight of the hostages go through this rather innocuous-looking door and you'll find yourself facing the end-of-level guardian.

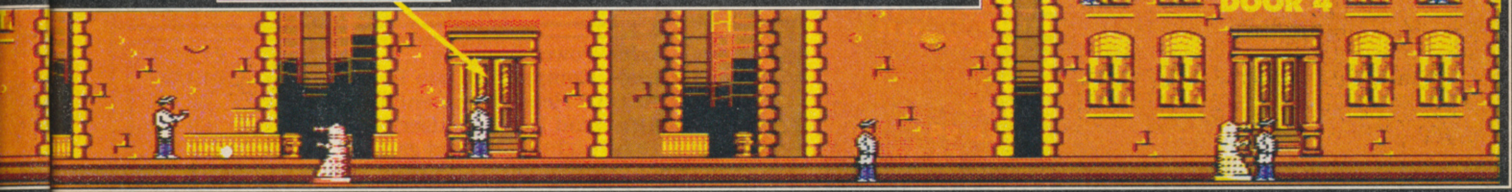


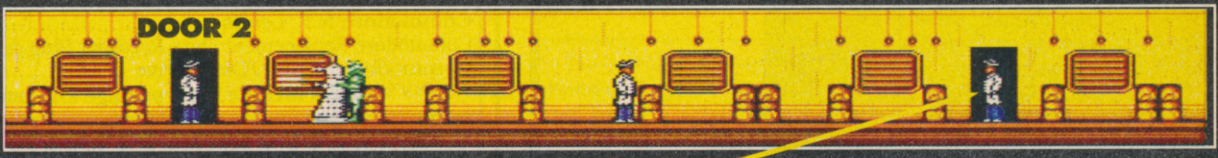
DOOR 7
DOOR 4



DOOR 6
DOOR 7

Hostage plus a handy bomb.





Two hostages.

John Paul Jones – COMMODORE FORMAT May 1993

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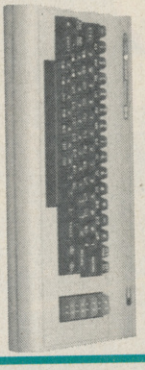

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FRAME BUSTERS

We're not pricist. Just because a game's cheap doesn't mean we don't think it's worthy of being busted. Right-on Roger maintains CF's strong stance on expense equality.

BANGERS AND MASH

Alternative

Bangers & Mash
AS SEEN ON T.V.
ALTERNATIVE
SOFTWARE

Nope, this isn't a listing for as many sausages as you can eat, or even an unlimited supply of creamed potatoes (*shame – Dave*). Instead, type it in and RUN it for, would you believe, infinite lives. Smashing!

```
0  REM BANGERS & MASH CHEAT BY WAZ
1  FOR X=272 TO 302:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>3861 THEN PRINT "DATA
   ERROR":END
3  POKE 157,128:SYS 272
4  DATA 032,086,245,169,121,141,218,003
5  DATA 169,088,141,220,003,076,167,002
6  DATA 238,032,208,206,032,208,169,173
7  DATA 141,206,045,141,023,062,096
```

AMSTRAD CPC 464 664 6128
DRAGON SPIRIT

DRAGON SPIRIT

KIXX

Quite a decent little shoot-'em-up this one, even though some of the graphics later on in the game obscure the action. So if you want to tip the balance back in your favour this is the infinite lives POKE you've been waiting for. Free the spirit.

```
0  REM DRAGON SPIRIT CHEAT BY WAZ
1  FOR X=528 TO 562:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>3204 THEN PRINT "DATA
   ERROR":END
3  POKE 157,128:SYS 528
4  DATA 169,029,141,040,003,169,002,141
5  DATA 041,003,032,086,245,169,011,141
6  DATA 206,001,169,034,141,207,001,096
7  DATA 023,001,026,169,165,141,036,053
8  DATA 076,235,002
```

1943

US Gold/Kixx

Getting some flak in the cunningly-titled sequel to *1942* (but nothing to do with *1941*)? For infinite lives and time on this rather shoddy arcade conversion (*you're not a fan of the game, then, Andy? – Ed*), type in the following listing (which works on the original full-price version too).

```
0  REM 1943 CHEAT BY WAZ
1  FOR X=528 TO 570:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C4147 THEN PRINT "DATA ERROR":END
3  POKE 157,128:SYS 531
4  DATA 087,065,090,032,086,245,169,027
5  DATA 141,208,008,169,058,141,209,008
6  DATA 076,016,008,169,048,141,065,031
7  DATA 169,002,141,066,031,076,000,031
8  DATA 169,096,141,104,169,141,141,169
9  DATA 076,000,128
```

THE MULTIHACK DATALINES RETURN!

Yes, it's a further installment in the long-running Multihack saga. These datalines will only work with the main Multihack listing, featured in *CF*23, *CF*26, *CF*28, and *CF*30. So there. (*Pssst! Can I interest you in back issue? Turn to page 48 for details – Dave.*)

Q10 TANKBUSTER (Infinite lives)

```
20 DATA 169,165,141,235,137,096,-1
```

FRANKENSTEIN (Infinite lives & time)

```
20 DATA 169,165,141,242,135,141,252,162
21 DATA 141,129,132,096,-1
```

TITANIC BLINKY (Infinite lives)

```
20 DATA 169,173,141,129,012,096,-1
```

BLUE BARON (Infinite lives, fuel, & hits)

```
20 DATA 169,173,141,243,026,141,027,036
21 DATA 169,000,141,141,042,096,-1
```

KICK BOX VIGILANTE (Infinite energy)

```
20 DATA 169,000,141,093,150,096,-1
```

BOD SQUAD (Infinite lives & time)

```
20 DATA 169,173,141,169,112,141,050,080
21 DATA 096,-1
```

POWER PACK

REBOUNDER

What a revelation this is. Not only can you select infinite lives, there's also 'stop falling' option to stop your prescious ball disappearing down the gaps. Bliss.

```
0  REM REBOUNDER CHEAT BY M PUGH
1  FOR X=516 TO 551:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>3761 THEN PRINT "DATA
   ERROR":END
3  INPUT"INFINITE LIVES Y/N";A$:IF
   A$="Y" THEN POKE 541,141
4  INPUT"STOP FALLING Y/N";B$:IF B$="Y"
   THEN POKE 546,141
5  POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,072,077,080,169
12 DATA 002,141,140,009,076,230,003,169
13 DATA 000,173,087,131,169,096,173,078
14 DATA 160,076,027,008
```

DAEDALUS

Fancy infinite lives to mess around with on this excellent *SEUCK* romp? No? Well you're going to get them anyway, and be thankful for it. Just type in this listing, SAVE it, then RUN it, and eat up all your greens. There are poor C64-less kids in the ghettos of Milton Keynes who would be grateful for a listing like this.

```
0  REM DAEDALUS CHEAT BY M PUGH
1  FOR X=516 TO 549:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>3429 THEN PRINT "DATA
   ERROR":END
3  POKE 157,128:SYS 516
4  DATA 032,086,245,169,019,141,207,003
5  DATA 206,208,003,096,072,077,080,169
6  DATA 002,141,014,010,076,230,003,169
7  DATA 173,141,134,059,141,150,062,076
8  DATA 027,008
```

SLAYER

Argh! This game is just TOO difficult. In fact, I wouldn't blame you if you resorted to typing in this listing for infinite lives and/or invincibility.

```
0 REM SLAYER CHEAT BY M PUGH
1 FOR X=517 TO 574:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5959 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF
A$="Y" THEN POKE 568,141
4 INPUT"INVINCIBILITY Y/N";B$:IF B$="Y"
THEN POKE 571,1415 POKE 157,128:SYS 517
10 DATA 169,018,141,040,003,169,002,141
11 DATA 041,003,032,086,245,169,032,141
12 DATA 178,002,169,002,141,179,002,096
13 DATA 072,077,080,169,032,141,222,003
14 DATA 169,051,141,223,003,169,002,141
15 DATA 224,003,032,069,003,096,238,032
16 DATA 208,169,189,174,121,037,174,163
17 DATA 035,096
```

WILD WES

As one movie escapade ends*, another begins, and this time Seymour is up against the detestable El Bandito. Andy Roberts gets off his horse and brings you the first part of this mighty solution... Giddemup, Rawhide!

PART 1

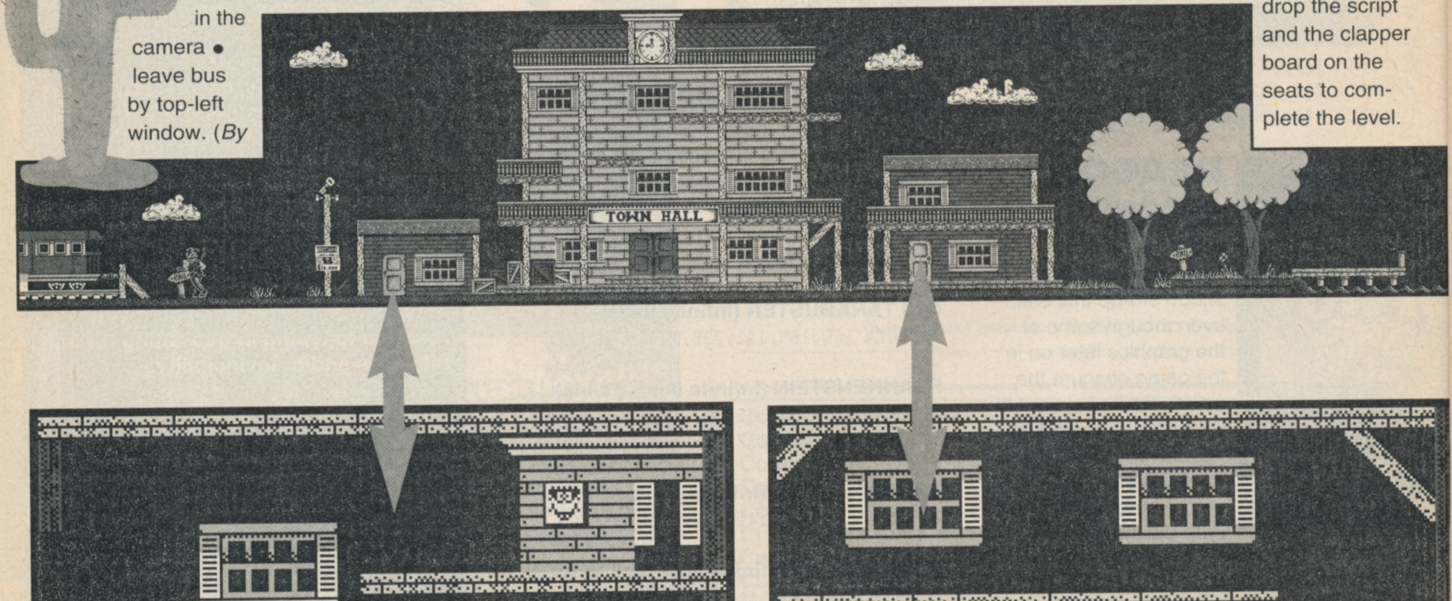
LEVEL 1

FROM THE START: Jump LEFT/RIGHT to leave the start screen • talk to Rich • get the threatening note and read it • drop note • RIGHT • enter Codies' HQ • get remote control • talk to Clare • RIGHT • RIGHT • drop remote control • examine plane • get batteries • examine safe • get scrap of paper • get microphone • LEFT • LEFT • LEFT to leave HQ • LEFT • LEFT • drop scrap of paper • enter bus (stand in front of radiator) • drop microphone on a seat • talk to Pete • put batteries in the camera • leave bus by top-left window. (*By the way, this next bit takes a little practice):* jump RIGHT on to tree • jump RIGHT off-screen on to next tree • jump RIGHT on to cloud • jump RIGHT off screen on to roof • RIGHT • jump RIGHT on to shed roof • get clapperboard • drop down • enter shed • get plunger • leave shed • LEFT • drop clapperboard • enter Codies' HQ • RIGHT • go up in lift • LEFT • enter darkroom • hit switch • drop plunger in sink • get film to load camera (you may have to jiggle your inventory, ooer) • get spotlight • get ignition key • leave darkroom • go RIGHT • go down in lift • LEFT • LEFT to leave HQ • LEFT • LEFT • enter bus • give camera to Pete • drop spotlight on a seat • stand on driver's seat and use ignition key • leave bus • get scrap of paper • give paper to GAME GENIE • get stunning begonia • RIGHT • RIGHT • enter HQ • give begonia to Clare • RIGHT • LEFT • talk to Clare • get script • LEFT to leave the Codies' HQ • get clapperboard • LEFT • LEFT • enter bus • finally drop the script and the clapper board on the seats to complete the level.

FAVE WESTERNS

Clint's *Unforgiven* has made westerns trendy again, but the members of the *CF* crew have always been suckers for cowboys and injuns-type entertainment.

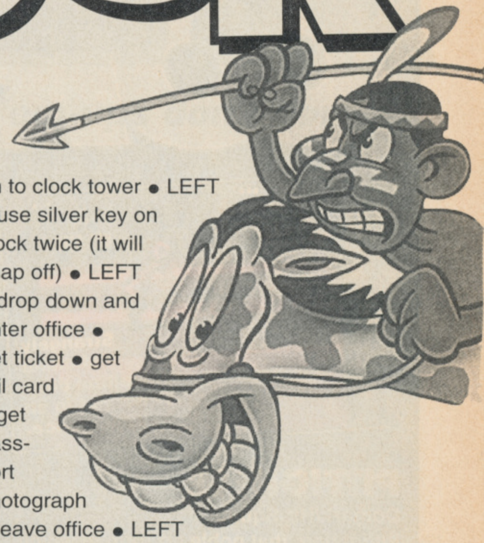
- Trent's fave is the classic *Red River.*
- Clur prefers the epic *Once Upon A Time In The West* – great music.
- Ollie loves *The Wild Bunch,* "'Because it's one of the most violent!"
- Lisa likes anything with John Wayne in, but especially *The Shootist.*
- *Blazing Saddles* is more Dave's cup of tea, or should that be plate of beans?



---

* *Stuntman Seymour, the last two levels of which are blown wide open on pages 16 and 17.*

ST SEYMOUR

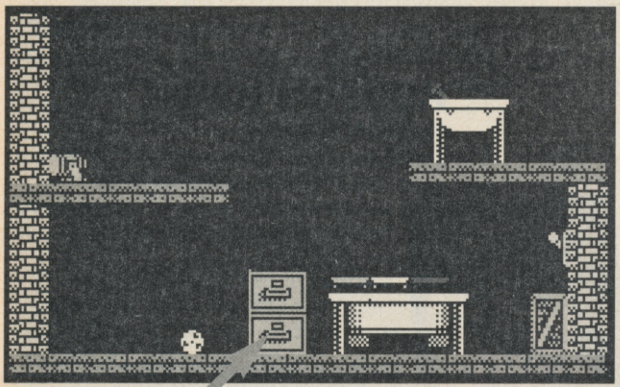


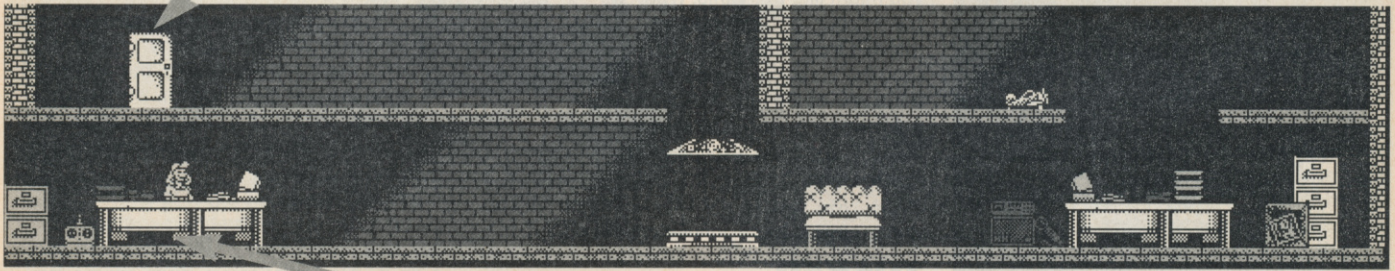
LEVEL 2

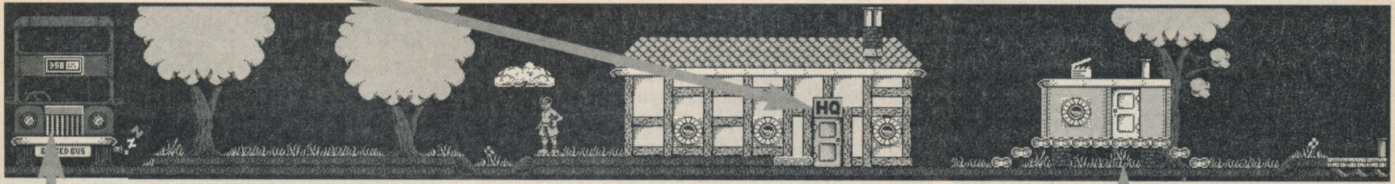
FROM THE START: Jump LEFT/RIGHT to leave the start screen • LEFT • LEFT • LEFT • get broom • RIGHT • RIGHT • enter store • talk to DAN (stand in front of door) • use broom on pile of rubbish • get rail ticket • talk to Dan • get rail card • get dollar • LEFT to leave store • LEFT • LEFT • enter office • drop ticket • drop rail card • use dollar in photo booth • wait for the flash • LEFT to leave the office • enter office again and talk to SAM - he'll tell you that the photo booth is temperamental • go LEFT to leave the office • RIGHT • RIGHT • enter store • get broom • use broom on pile of rubbish • talk to Dan • get dollar • LEFT to leave store • LEFT • LEFT • enter office • use dollar in photo booth • wait for the flash • LEFT to leave office • enter office again and talk to Sam to get passport photograph (don't pick it up yet) • leave office • RIGHT • RIGHT • enter store • get on top ledge and go LEFT – you should now be on the roof • Jump LEFT on to next roof • LEFT • LEFT • jump LEFT on to office roof • jump on to pole and get the silver key • RIGHT • jump on to top-left platform • jump UP RIGHT into screen above • RIGHT • jump on to store roof • RIGHT • jump RIGHT on to tree • jump LEFT onto cloud • LEFT • jump LEFT on to next cloud • jump LEFT on to clock tower • LEFT • use silver key on clock twice (it will snap off) • LEFT • drop down and enter office • get ticket • get rail card • get passport photograph • leave office • LEFT • talk to guard • jump on to back of train and press fire to complete the level. Phew!

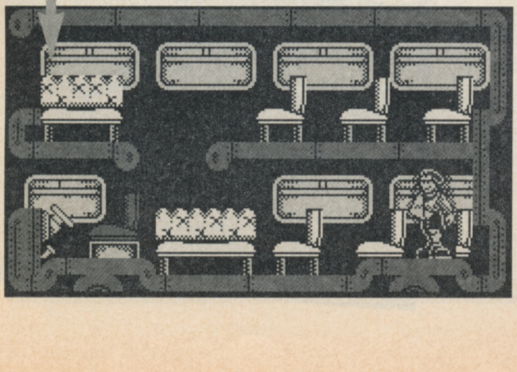
NEXT MONTH

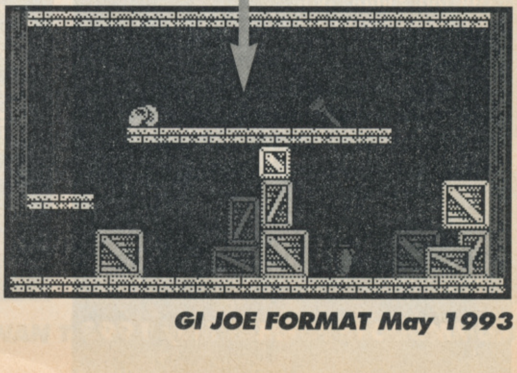
Can Seymour catch El Bandito and bring him to justice? Will he ever get to Catanooga? Well it's up to you, but if you join us next month you'll find out how to make the task so much simpler.











SAMARITAN'S CORNER

Agony uncle Andy sorts out all your problems (as long as they don't involve spots or leaky sumps).

Strangely Michael Heseltine does not put in an appearance.

PITFIGHTER

Domark/Hit Squad

Pitfighting, that noble art form in which hardened athletes battle against coal mines of staggering strength (*are you feeling alright, Andy? – Ed*). Ahem, anyway, Matthew Edmondson, G Taylor, Peter Webster, Lee Bennett, R Powers, Adam Kirby and Matthew Edmondson all wrote in desperate for a *Pitfighter* cheat of some sort. So if you're in the same boat without a paddle, type in the following listing and RUN it for infinite credits.

```
0 REM PITFIGHTER CHEAT BY WAZ
1 FOR X=528 TO 591:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7509 THEN PRINT “DATA
ERROR”:END
3 POKE 157,128:SYS 528
10 DATA 032,044,247,056,169,036,141,158
11 DATA 003,169,002,141,159,003,076,108
12 DATA 245,087,065,090,169,006,141,167
13 DATA 197,169,053,141,168,197,076,058
14 DATA 197,162,000,189,065,002,157,116
15 DATA 008,232,224,015,208,245,076,013
16 DATA 008,169,181,141,148,064,169,182
17 DATA 141,150,064,169,085,141,151,064
```

SUPER SPACE INVADERS

Domark/Hit Squad

Here's another easy-to-use cheat mode, this time requested by R Powers and Linda Godwin. Simply type PRIVATEPILOT (without a space) on the main title screen for infinite lives. Try typing it a few times, as this cheat can be a little temperamental. Alternatively, Action Replay owners might like to try these POKEs for infinite lives and shields;

```
POKE 18581,173
POKE 18584,173
POKE 20253,189
POKE 20223,189
```

NINJA WARRIORS

Virgin/Tronix

This isn't the easiest Ninja game around, as Nicholas Deeney, Allen Tamabadlbo, Neil Woodhouse, Gary Ramsha and Andrew Johns have discovered. Fret no more, for here is a fret-relieving listing POKE for infinite lives.

```
0 REM NINJA WARRIORS CHEAT BY WAZ
1 FOR X=336 TO 365:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3193 THEN PRINT “DATA ERROR”:END
3 POKE 157,128:SYS 336
4 DATA 032,086,245,169,032,141,116,009
5 DATA 169,101,141,117,009,169,001,141
6 DATA 118,009,076,032,008,141,032,208
7 DATA 169,240,141,119,126,096
```

RAINBOW ISLANDS (DISK)

Ocean

If you own the disk version of this cutesy classic, like Chris Sharpe, then the listing in *CF*29 wouldn't have been much use to you. Instead, you might like to try this; type `LOAD"CODE",8,1` followed by return. Once that has loaded (and the cursor re-appears), enter any of these POKEs followed by `SYS2061` to start the game.

`POKE 28435,189` – Infinite lives
`POKE 16868,173`
`POKE 18517,173`
`POKE 18522,173` – Infinite credits

TUSKER

System 3/Kixx

Luke Kingdon, P Griffiths, Bruce Parkinson, Paws and Rob, J Scanlett, Allen Tamabadlbo, Mark Johnston, J Quinn, Joss Stehbens and Alex Dijkstra are just a few of the people stuck on this ecologically sound arcade adventure. as if the solution in Tip Dip (page 15) isn't enough, here's a listing for infinite lives as well.

```
0   REM TUSKER CHEAT BY M PUGH
1   FOR X=520 TO 622:READ Y:C=C+Y:POKE
    X,Y:NEXT
2   FOR X=288 TO 321:READ Y:C=C+Y:POKE
    X,Y:NEXT
3   IF C<>17071 THEN PRINT “DATA ERROR”:END
4   POKE 157,128:SYS 520
10  DATA 032,044,247,160,017,140,064,003
11  DATA 136,140,062,003,032,108,245,169
12  DATA 032,141,233,016,169,061,141,234
13  DATA 016,169,002,141,235,016,162,157
14  DATA 189,158,016,157,158,002,202,208
15  DATA 247,169,166,141,020,003,169,002
16  DATA 141,021,003,208,254,141,013,220
17  DATA 072,169,032,141,240,003,169,082
18  DATA 141,241,003,169,002,141,242,003
19  DATA 104,096,169,093,141,214,248,169
20  DATA 002,141,215,248,096,098,002,072
21  DATA 077,080,169,032,141,092,253,169
22  DATA 001,141,093,253,108,022,000,034
23  DATA 001,162,173,173,200,136,201,049
24  DATA 240,017,173,200,136,201,206,240
25  DATA 005,142,158,252,208,008,142,200
26  DATA 136,240,003,142,011,144,108,254
27  DATA 252
```

HUDSON HAWK

Ocean/Hit Squad

Tracey and Timothy Holmes, Suleman Ahmed and Wayne Ledsham are all having alchemy problems. So, on the title screen, before it flips to the high score table, push the joystick UP, DOWN, LEFT, RIGHT and then RIGHT, LEFT, DOWN and UP. The screen will flash to indicate that the cheat is active – infinite burglars!

PYJAMARAMA

Mikro Gen

There's nothing like stomping around the house in your 'jimmy-jams' (*well it takes all sorts, I suppose – Ed*), but you might lose the odd life or two. If, like Jason Robinson, you'd like a little assistance with this classic, here's an infinite lives listing that cuts the mustard.

```
0 REM PYJAMARAMA CHEAT BY WAZ
1 FOR X=384 TO 407:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>2423 THEN PRINT “DATA ERROR”:END3
SYS 384
4 DATA 032,104,225,169,144,141,170,008
5 DATA 169,001,141,171,008,076,013,008
6 DATA 169,100,141,027,068,076,253,009
```

SIX STEPS TO ULTIMATE JOY

1 Get hold of a post card or sealed-down envelope.
2 Jot down the game(s) you're stuck on (including the publisher).
3 Specify the type of cheat you'd prefer.
4 Include your name & address.
5 Stick a stamp on the front and post it to: Samaritan's Corner, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.
6 Read *CF* (*but not in the toilet – Ed*).

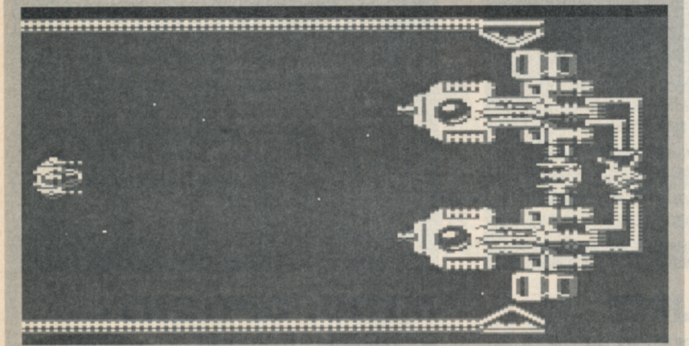
SLAYER

ESSENTIAL TIPS

Shoot-'em-ups don't come much trickier than this tricky blighter, as loads of you discovered when we stuck it on Power Pack 31. Andy Roberts clambers into his laser-armed spaceship and rockets into the void...

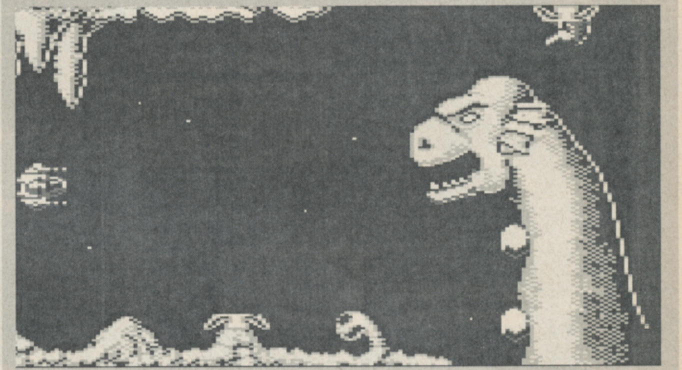
GUARDIAN 1

Quite an easy opponent to deal with, if you know the 'safe' areas. Stay in the centre of the screen at first, moving to the top-left when you can avoid the bullets. Destroy the gun at the top – the one firing the green, swooping bullets – then move carefully down to the bottom-left and destroy the other green bullet-firing gun (both take about 16 hits). Move back up the screen and destroy the top laser; this also takes 16 hits. Stay at the far left, moving into position to shoot at the laser between its shots. Repeat this process for the lower laser. Finally, move to the middle far left of the screen and shoot the red gun 10 times. Once that's destroyed keep firing to obliterate the brain-esque centre.



Did you know that the first ever end-of-level guardian was in featured *Phoenix*? And there are more fascinating shoot-'em-up facts in our special feature starting on page 48.

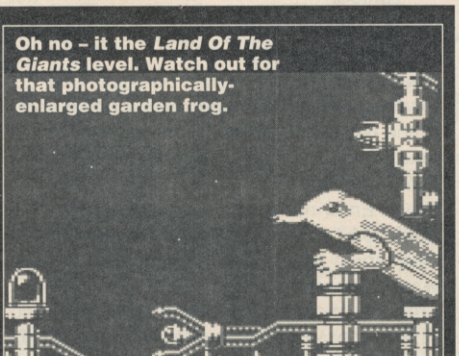
GUARDIAN 2



Level Two's guardian tries to look tough, but can take a monster with furry pompom buttons down its front that seriously?

The action's really hotting up now. Although there are fewer things to shoot, there are more bullets flying about, so keep your wits about you at all times. Stay just above the dragon's head and shoot the gun turret 10 times to destroy it. You may have to move left to dodge the bullets. Now move down and stay at the far left of the screen – this will give you much more room to manoeuvre. Shoot the top-most... er... thingy on the dragon's neck, then move down slightly and finish off the lower one (they both take12 hits to destroy). Once that's done, stay at the left of the screen and fire directly into the dragon's mouth 20 times to obliterate it.

GUARDIAN 3



Oh no – it the *Land Of The Giants* level. Watch out for that photographically-enlarged garden frog.

As you'd expect, this 'frog from hell' is a tough blighter to deal with... (*well, frogs from hell always are, aren't they? – Ed*). Keeping a cool head is essential. Stay at the left of the screen and destroy the electrified dome with 10 well-placed hits. Now move down into the gap at the bottom of the screen and shoot the small green orb-type-thing (this takes 11 shots).

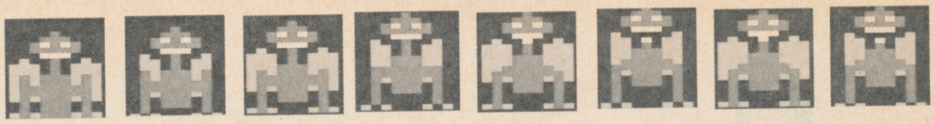
The gun at the top of the screen is the next target for termination, but be warned; it is very, very difficult to destroy. Stay at the far left, and move DOWN whenever it fires a bullet (move up and you'll probably get a missile in the face). It takes 11 hits to destroy, but it's safer to attack it in blitzkrieg bursts of two or three, so dig in and be patient. Finally, move down and shoot the frog head-on 14 times to finish the level and the game.

GENERAL TIPS

- Shoot the red gun turrets as soon as they appear – they can spell disaster.
- The 'snakes things' follow set patterns, so find the centre of their movement circle and stay there.
- The large triangular ships on level one are indestructible, so the only thing you can do is keep out of their way.
- Level two features some falling stalactites. To get past them stay at the left of the screen and wait for them to drop.

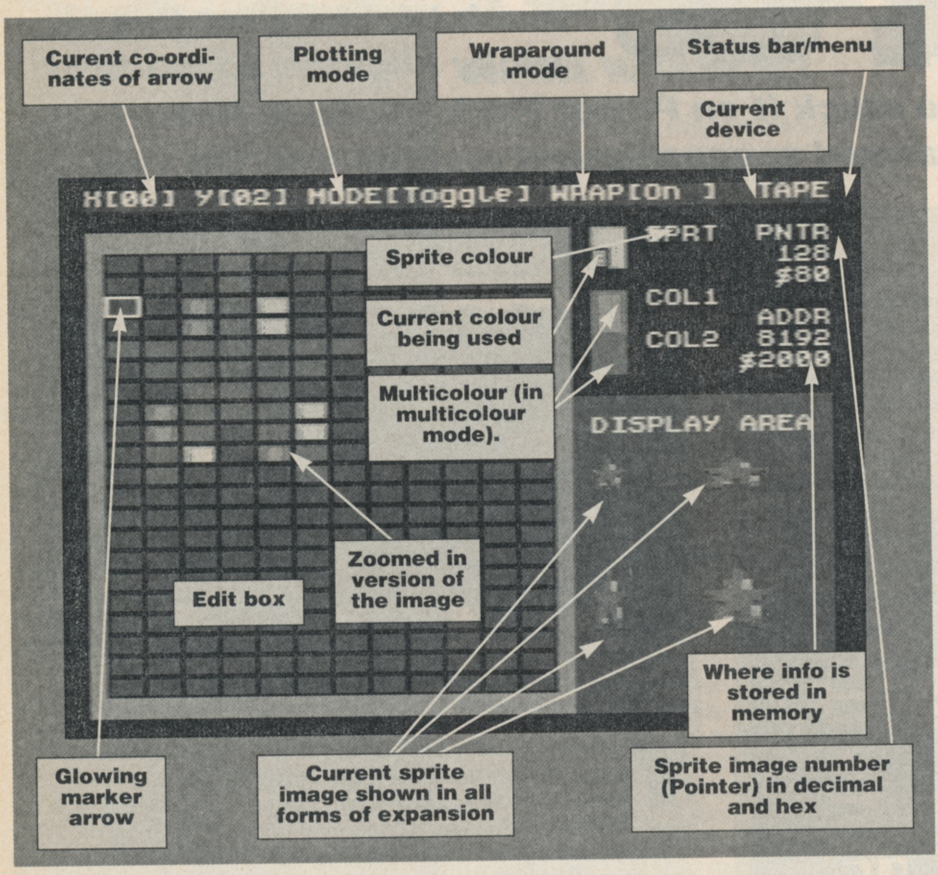
A PIECE OF THE ACTION

Got an Action Replay? Want infinite lives? Then try this: `POKE 6924,189`



THE FROST REPORT

The complete instructions for the greatest sprite editor the world has ever known (honest guv). Jason Finch (who co-wrote it, clever chap) is your guide on this tour round its functions.



```
X[00] Y[02] MODE[Toggle] WRAP[On ]  TAPE
SPRT  PNTR
       128
       $80
COL1
      ADDR
COL2  8192
     $2000
DISPLAY AREA
```

Curent co-ordinates of arrow
Plotting mode
Wraparound mode
Status bar/menu
Current device
Sprite colour
Current colour being used
Multicolour (in multicolour mode).
Zoomed in version of the image
Edit box
Where info is stored in memory
Glowing marker arrow
Current sprite image shown in all forms of expansion
Sprite image number (Pointer) in decimal and hex

IMPORTANT BITS

- POINTER VALUES (PNTR): Used to identify a sprite image. It describes both the sprites position in memory and position within an animation sequence (Frame number). The values can be from 128 to 255 inclusive.
- KEYPRESSES only work when the arrow is over the 'Edit Box'.
- TO SELECT A MENU move pointer over it using the joystick or cursors on the keyboard and then select it by pressing either FIRE or RETURN.
- TO SELECT A MENU OPTION: move the arrow down the list until it's over the desired option and then highlight your choice by pressing either FIRE or RETURN.
- TO CANCEL A MENU: point at anywhere not on the menu itself and then press FIRE or RETURN.
- LOW PITCHED BEEPS mean, 'No way'.
- Some options are available in multicolour mode only.
- The four display area sprites can be linked together to form a block.
- When you plot a dot by pressing FIRE or RETURN, what happens depends on the plot MODE (Hit F1 to change the mode). If you are in:

SET	this positions a square
CLEAR	this clears the square
TOGGLE	if the square is set, then this clears it and vice versa
CYCLE	cycles through Background colour to Sprite colour to Multicolour 1 to Multicolour 2*.

- LINE does to a whole line what is specified by the plot mode (ie it will either set/clear/toggle or cycle the colours in the whole line).

So what *is* a sprite designer? Well, it's a tool that allows you to draw animated sprites and then save them out for use in your own games. *FROST* has been designed so that it's easy to use and yet still the most powerful sprite designer available today. Effectively it's an art package that lets you work within the programming constraints placed on sprites – without you noticing! All you have to do is draw and save. Then the DATA is ready and able to be pulled into your own programs.

And if at the moment you don't know how to use sprites in your own programs DON'T PANIC! Over the next two months, *FROST*s other programmer, Bones, will be taking time out to explain all about sprites, what they are, how they work and how to use them. So play about with *FROST* this month (For some extra help check out page 7 for a dead simple tutorial) and you'll be amazed how easy it is to draw and create your own animated graphics. Then next month you'll have a full library of sprites to use with our spiffy tutorial.

But for starters we'll give you a run-down on all the options on offer in *FROST*s menus:

MENU: PROJECT

OPTIONS:	Keypress short cut
Load	(L)
Save	(S)
Make DATA	(D)
Device	
Version	
Quit	(Q)

Load: Enter a name and a number. This loads saved sprite images with the first one at the requested pointer number (zero loads without bothering with technical stuff like re-location).

Save: Enter name and start/end sprites

Make DATA: Creates 64 data values for each sprite image, and is used when you want to incorporate your sprite into another program (more on this next month). Warning: This process may overwrite sprite images if the Basic program created (or added to) is very long.

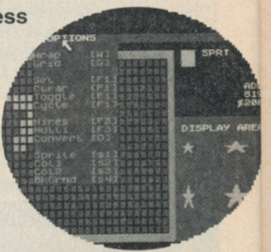
Device: Select TAPE/DISK device 8/DISK device 9 for loading and saving.

Version: Some info on *FROST*.

Quit: Return to Brazil (*Erm, I think you mean Basic - Jason*).

MENU: OPTIONS

OPTIONS:	Keypress
Wrap	(W)
Grid	(G)
Set	(F1)
Clear	(F1)
Toggle	(F1)
Cycle	(F1)
HiRES	(F3)
Multi	(F3)
Convert	(0)
Sprite	Shift 1
Col 1	Shift 2
Col 2	Shift 3
BkGrnd	Shift 4



Options. By day a sprite design menu, by night a low-fat chocky drink!

Wrap: Toggles wrap on/off

Grid: Toggles grid on/off.

Set/Clear/Toggle/Cycle: This selects the plotting mode. 'Cycle' is only available in multicolour mode.

HiRES/Multi: Selects High resolution or multi-colour mode.

Convert: Converts sprite image from/to HiRES and switches mode. In multicolour mode, the part of the image in the currently selected colour is used.

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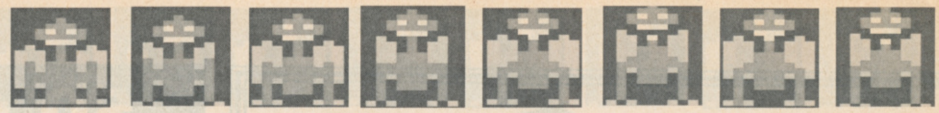
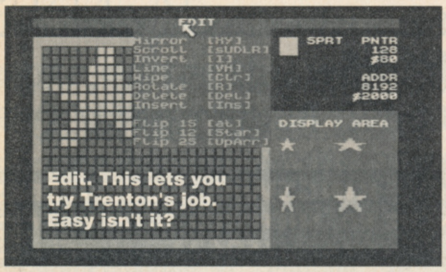


Sprite/Col 1/Col 2/BkGrnd: Changes corresponding colour. 'Col 1' and 'Col 2' are only available in multicolour mode.

MENU: EDIT



Edit. This lets you try Trenton's job. Easy isn't it?

OPTIONS:	Keypress short cut
Mirror	(XY)
Scroll	(Shift UDLR)
Invert	(I)
Line	(VH)
Wipe	(Clr)
Rotate	(R)
Delete	(Del)
Insert	(Ins)
Flip1S	(@)
Flip12	(*)
Flip2S	(UP ARROW)

Mirror: Press fire and push up/down or left/right to mirror sprite image. Release fire and repeat if desired.

Scroll: Shifts (Scrolls) sprite image in direction indicated. You control it in the same way as **Mirror**. Bits of the image disappear off edges of box if wrap set off.

Invert: Inverts the image – try it and see!

Line: Controlled in the same way as **Scroll**. It plots lines in the direction indicated. This only works only if the CTRL was used to get the menus up.

Wipe: Clears the sprite image completely.

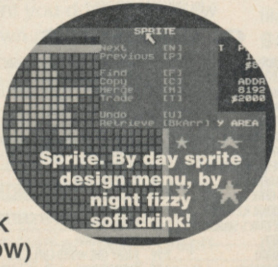
Rotate: Rotates the image 90 degrees anticlockwise. It does it 'intelligently' if in multicolour mode (ie, it tries to keep the definition as near to the original as possible).

Delete: If **Wrap** is on, this rolls the current line of image to the left. If it's off, works like 'Delete' on the keyboard but keeps marker in same place. Not available as a menu option.

Insert: If **Wrap** is on, this rolls current line of the image to the right. If it is off it works like 'Insert' on the keyboard. Not available as a menu option.

Flip 1S/12/2S: Changes all occurrences of first colour to second colour and vice versa. Works only in multicolour mode. S = Sprite colour, 1/2 = Multicolours 1 and 2 respectively.

MENU: SPRITE



Sprite. By day sprite design menu, by night fizzy soft drink!

OPTIONS:	Keypress short cut
Next	(N+)
Previous	(P-)
Find	(F)
Copy	(C)
Merge	(M)
Trade	(T)
Undo	(U)
Retrieve	(BACK ARROW)

Next: Moves to next sprite image in memory. After 255 it goes back to number 128.

Previous: Moves to previous sprite image in memory. After 128 it goes to number 255.

Find: Moves to the sprite image number that you type. Press RUN/STOP to cancel or don't enter a number.

Copy: Gets sprite image with the number you type and copies its definition to the current sprite image.

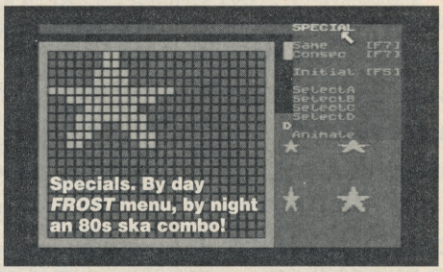
Merge: Merges sprite image of the number you type with the current sprite image. In multicolour mode the current image is given priority.

Trade: Switches the images of the sprite with the number given with the current image.

Undo: This can 'Undo' the last major change. Cannot undo after you plot a dot or do something really major like a 'Load'. Not available as a menu option.

Retrieve: Returns the current sprite image to the condition it looked like before you messed with it all. VERY USEFUL!

MENU: SPECIAL



Specials. By day *FROST* menu, by night an 80s ska combo!

OPTIONS:	Keypress short cut
Same	(F7)
Consec	(F7)
Initial	(F5)
SelectA	
SelectB	
SelectC	
SelectD	
Animate	

Same: Makes all the sprites in the display area the same.

Consec: Makes sprites in display area from consecutive sprite images in memory.

Initial: Puts display area sprites back to their original form.

SelectA-D: Brings up another menu that lets you manipulate the display area sprites.

Animate: Only available when you're in **Same** mode – this cycles through images to see how they animate.

KEYBOARD COMMANDS

Cursor keys	move box or arrow pointer
RETURN	this manipulates the square/select option
CTRL	toggle editing/menus
0	select plot mode **Clear**
1	select sprite colour*
2	select multicolour 1*
3	select multicolour 2*
SHIFT+1	change sprite colour
SHIFT+2	change multicolour 1*
SHIFT+3	change multicolour 2*
SHIFT+4	change background colour
SHIFT+5	change 'Edit Box' border colour
F1	select plotting mode
F3	select HiRES/multicolour
F5	initialise display area sprites
F7	select display area sprite format
+	move to next sprite image
–	move to previous sprite image
C	copy sprite image to here
D	create BASIC data statements
F	move to specified sprite image
G	toggle 'Grid' on/off
H	plot horizontal line
I	invert sprite image
L	load sprite images
M	merge sprite image with this one
N	the same as **+**, display next sprite image
O	convert the sprite image to/from HiRES
P	same as –, display previous sprite image
Q	Quit *FROST*
R	rotate image 90 degrees anticlockwise
S	save sprite images
T	trade this sprite image with another
U	undo last major change
V	plot vertical line
W	toggle 'Wrap' on/off
X	mirror image left to right
Y	mirror image top to bottom
SHIFT+D	shift image down
SHIFT+L	shift image left
SHIFT+R	shift image right
SHIFT+U	shift image up
CLR/HOME	wipe sprite image
INST	insert space/roll line right
DEL	delete square/roll line left
@	flip occurrences of sprite colours and multicolour 1*
*****	flip occurrences of multicolour 1 and 2*
UP ARROW	flip occurrences of sprite colour and multicolour 2*
LEFT ARROW	Returns the current sprite image to the condition it looked like before you messed with it all.

(* Only works in multicolour mode)

BUG HUNT

When you first use *FROST* you may find that a Syntax error is generated when you exit. This should only happen after you have created DATA and is due to the fact that the Basic interpreter still thinks it's running the original program that started up *FROST* when, in fact, you have replaced it with a load of DATA statements. Don't let it alarm you!! If you are at all worried about this just make sure you quit out of *FROST* and then jump back into it with the `SYS 50000` command before you create DATA. In that way the computer doesn't return to halfway through a Basic line that doesn't exist anymore.

NEXT MONTH

Make sure you check our brilliant two-part sprites feature for all the information you could want on how to use the sprites you've designed in *FROST*. It'll be packed to the frame buffers with all the info you'll need, and all in that clearly-explained *Commodore Format* kind of way. Make sure you don't miss out.

BIG MAC, FREEBIES TO GO!

WIN A COPY OF MCDONALDLAND!

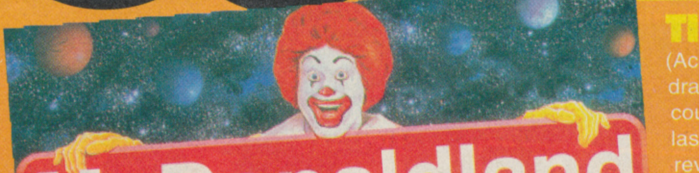
MCDONALDLAND: THE REVIEW

What the Press (namely us) had to say about Virgin's latest biggie!

- **"…There's a massive range of game-style dips…"**
- **"…It has an extra-large helping of worlds and maps…"**
- **"…The gameplay shake gets thicker and tastier world by world…"**
- **"…The McDonaldland gaming burger is a satisfying experience…"**
- **"…L • D • R • R • D • D • D • R • U • L • D • collect coin…"***

Last month *McDonaldland* took *CF* by storm, grabbing both the cover and the 'star' review spotlight. Now Virgin Games, the folk who are publishing it, want their moment of glory – and so they should! So we got together with them and dreamed up a spiffy little compo'ette.

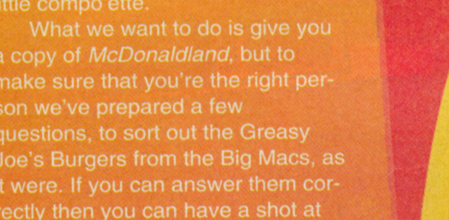
What we want to do is give you a copy of *McDonaldland*, but to make sure that you're the right person we've prepared a few questions, to sort out the Greasy Joe's Burgers from the Big Macs, as it were. If you can answer them correctly then you can have a shot at the tie-breaker. All you have to do then is write the whole lot down on a POSTCARD or sealed-down envelope and send it in to us.



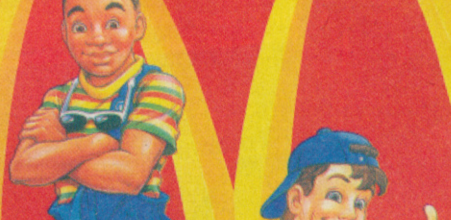
1 The original McDonald brothers names were…?
A Mac and Dick McDonald
B Huey, Dewey and Louie Duck
C Ronald and Reginald Kray

2 McDonald's top-of-the-range burger is called…?
A Big Mac™
B Whopper™
C Branston Pickle™

3 Virgin started life as company that sold…?
A records
B Branston Pickle™
C the finest ballooning silk



Somehow I don't think snails are going to be turning up on a McDonald's menu.



It gives you a whole new perspective on life.

TIE-BREAKER

(Accompanied by a drum roll and a dramatic pause in which someone coughs, a baby starts bawling and last night's curry finally gets its revenge on the man in the third row.) What we want to know is: by the end of 1992 how many McDonald's restaurants were there in the entire World? (Clue: it's over seven and below 100,000).

THE ADDRESS AND STUFF

Write down all your answers on a postcard and send it to us at, 'They're CHIPS not fries Compo', *Commodore Format*, 29 Monmouth Street, Bath, Avon BA1 2BL by 31st May 1993. Eight peep who get all the questions right and get nearest to the correct figure of McRestaurants will win a copy of the game (so remember to state if you'd prefer tape or disk) and a Virgin Games T-Shirt. Then the 16 next closest guesses will earn their proud proffers a swanky, chart-topping Virgin budget release as a reward for their efforts. And you can't say fairer than that – unless of course you can.

OH NO! THE RULES!

Look we have to say this bit. So altogether now – employees of Future Publishing, Virgin Games and anybody who did ANY work on the film *Howard's End* are not allowed to enter. The Editor's decision is final – which is a bit unfortunate, but there we have it – and no correspondence will be entered into.

***This was from Gamebusters, actually – p19, Column 1, Line 20.**

ROCK HARD!

GamesMaster is tough. GamesMaster can handle itself in a fight. So if you're looking for trouble, you've got it. The latest edition is packed with previews, reviews, tips and news. And more humour than you'll find in all the other mags put together.

There are astonishingly well-written reviews of *Lemmings 2, Starwing, Super Tiny Toons, Sunset Riders, Terminator 2* and gallons more.

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So don't buy soap, cheese, cotton buds, CDs or linen. Buy GamesMaster. It's one of life's necessities.

NEW!

The greatest show on TV is now a magazine! £1.75

GAMES MASTER

Sega! Nintendo! Amiga! More!

Issue Four April 1993

STREETFIGHTER 2 CHAMPION EDITION!
Play the arcade smash *in your home!*
Turn to page 26

INSIDE:
20 PAGES OF TIPS INCLUDING STREETS OF RAGE 2 PLAYGUIDE!

MEGA DRIVE
Turtles 4, Paperboy 2, Sunset Riders

SUPER NES
Tiny Toon Adventures, Addams Family 2, Aliens vs Predator

AMIGA
Lemmings 2, Walker, Litil Divil

PLUS
Our brand new and completely great arcades section!

OH, AND
Dino Dini in the GamesMaster interview!

ROCK HARD!
CYBERNATOR! STARFOX! WALKER!
High calibre blasts face off in our maximum firepower special!

INSIDE: TOP POPSTERS SUNSCREEM TAKE THE GAMESMASTER CHALLENGE!
Turn to page 36 to see how they did!

GAMES MASTER TIP
PLANES, TRAINS AND, ERM, WALKERMOBILES?
WALKER
CELEB SPESH!
SUNSCREEM
THE CHALLENGE
THE BAND
THE REVIEWERS
REVIEWED THIS ISSUE
WALKER

GamesMaster, you see, is a way of life. It won't just give you the lowdown on the *entire* video games scene, including arcades, it'll also give you challenges involving top indy-rock, techno-rave bands such as Sunscreem.

And since GamesMaster is by far the biggest video games mag in Europe, who do you think will be giving you the best exclusives, the most shocking news and the wittiest captions? Us. And we're also rock hard.

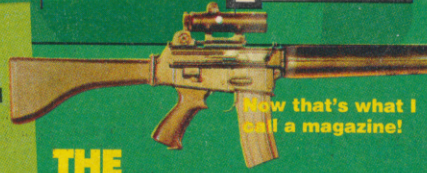
GUNZ and AMMO PULLOUT SPECIAL

THE ORIGINAL ARNIE

ARNIE came out of nowhere. One month nobody had heard of it, the next there was a demo slapped on the front of *Commodore Format* 21 and a glowing 83 per cent review in the mag! Within days (well, dead quickly anyway) the game stormed to the top of the charts and stayed there for aeons (four months, actually).

What was its secret? As a game *ARNIE* wasn't perfect, but it had that 'special something' that made it a classic. This is what the now legendary James Leach said about *ARNIE* in the original review: "Once you get the hang (of controlling the hero), you just can't leave the game alone... I really like *ARNIE*. Graphically it's nothing to write to your Granny in Skegness about. But it's just so playable. You become determined to blow up the tanks, people and helicopters that stand in your way. Every time you get a bit further, you want to have another go. Great stuff and worth a decent score, methinks." And a decent score was verily foisted upon the game.

The only real downer, apart from the slightly small graphics, was that *ARNIE* only featured one mission and that wasn't massively long. With *ARNIE 2* Zeppelin have built in twice the gamelife of the first outing by sticking on a second mission. And with bigger, brighter and bolder graphics supporting the super-soldier's slaughter session, the battle for survival should a real blast this time round!



Now that's what I call a magazine!

THE GUN CLUB!

ARNIE uses a whole batch of different hardware, the likes of...

STEYR AUG

A plastic machine gun! It looks dead hard and can resist minor things like being run over by jeeps. As the integral sight leans to one side, and the ejection port is on the other (so red hot shell casings don't fly in your eyes) these have to bought specifically for right- or left- handers.

Calibre: 223 Rem.
Barrel: 20 inches
Weight: 8.5 lbs
Length: 31 inches
Sights: 1.5x scope only. Scope and its mount form a carrying handle (*oh, very handy when you're bogged down with luggage at the airport – Dave*).

COLT AR-15A2 GOVERNMENT MODEL RIFLE

The M-16, the US Government issue. After a troubled start – there were maintenance problems – it soon became the standard combat rifle of the US army. Shame about the 5-shot magazine though. (*What a tragedy! – Dave.*)

Calibre: 223 Rem, 5-shot magazine.
Barrel: 20 inches
Weight: 7.5 lbs
Length: 39 inches
Sights: Post front, aperture rear adjustable for windage and elevation.

AKS-47/S AUTO RIFLE

The weapon of the Eastern Bloc, this soon became the standard for freedom fighters/terrorists the world over. Rugged, reliable and easy to clean it proved ideal for all manner of shooting situations (*especially ones where you needed a clean gun – Dave*).

The M-16, the USMC's favourite motorway.

Calibre: 7.62x39, 30-magazine as standard; optional 5-, 20- and 40-shot box magazine as well as a 75-round drum magazine on offer.
Barrel: 16.375 inches
Weight: 8.2 lbs
Length: 34.375 inches
Sights: Protected post front, leaf rear graduated to 800 meters.

UZI® Carbine

A fine shooter. Developed by the Israeli military – who know their onions when it comes to guns (*what? – Ed*). This a serious piece of hardware.

Short(ish) range and rapid rate of fire make it an effective urban weapon.

Calibre: 9mm Para, 41 AE, 45 ACP.
Barrel: 16.1 inches
Weight: 8.4 lbs
Length: 24.4 inches
Sights: Post-type front, L-style flip-type rear adjustable for 100m and 200m. Both are click adjustable for windage and elevation. (*Well that's made everything perfectly clear – Dave.*)

THE SAS

THE
S.A.S.
ANNUAL
The action-packed exploits of Britain's

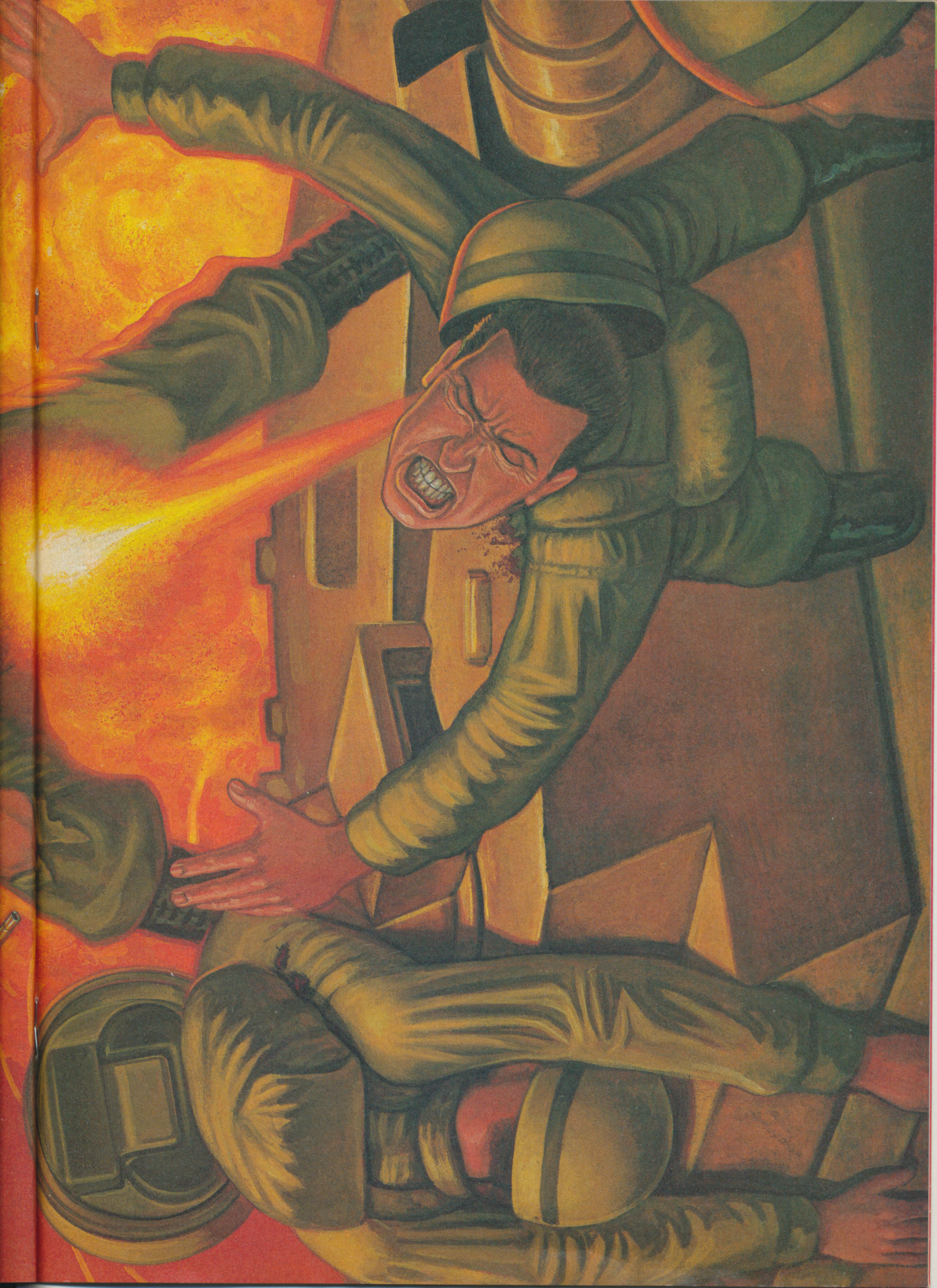
The SAS did so well in WWII that they were disbanded! All the government types felt horribly guilty, though, and re-started the regiment in 1947. Then, when the Whitehall warriors needed a special jungle unit they invented 22 SAS (the name of the regiment and not the number of troops) who went off to fight in Malaya. Since then the balaclava brigade have gone from strength to strength – just ask the cleaners at the Iranian Embassy, if you don't believe us.

STERLING STUFF!

David Sterling founded the Special Air Service (SAS) during the Second World War. While working with Long Range Desert Patrol Group, a certain Mr Erwin Field Marshal 'Desert Fox' Rommel esq, described him as, "the very able and adaptable commander whose desert group has caused us more damage than any other British unit of equal strength". Which we think is a compliment, but it's kind of hard to tell!

Cmdr David Stirling (right). Man with shirt on head (left).

Commodore FORMAT
ARNIE 2



GUNZ and AMMO PULLOUT SPECIAL

WAR GAMES

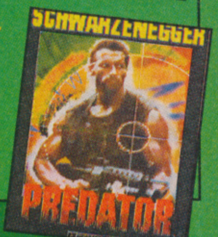
Special Forces folk have made a number of starring appearances in games. In fact, it seems that almost everyone in any game ever (including *RoboCod*) did time 'in-country'.

- *Operation Wolf* and *Operation Thunderbolt*: an ex-green beret goes ape in the jungle and then on a plane.
- *Green Beret*:... 'erm was about a Green Beret?
- *Airborne Ranger*: ...'erm, about an Airborne Ranger?
- *Blue Thunder*: top chopper pilot from the 'Nam.
- *Dizzy*: discharged after 'Mai Lai'.
- *Commando*: might just be about a commando.
- *Special Forces*: average stalk-and-slash spy stuff.
- *Hostages*: Infogrames' embassy empty'er.
- *Guerrilla War*: double plus-ungood fighting fare.
- *Street Fighter 2*: Guile's an ex-trooper and model for very silly haircuts (surely not US Army general issue).
- *Human Killing Machine*: He must have been a Special Forces guy (unless he really is a machine 'cos they're not allowed in).
- *Line of Fire*: more stand-up-shooting-super-soldiers.
- *Navy Seals*: awful film, brilliant game. (*And, no, Dave, it has nothing to do with seals being trained to blow up mines – Ed.*)
- *Platoon*: the mob in this Oliver Stone 'Nam film may not have been Special but they were definitely dead 'ard!
- *Predator*: ex-Specials get beaten and eaten by an alien, all in the line of duty.

SNK
GUERRILLA
WAR

Danger And Suspense Behind Enemy Lines
AIRBORNE
RANGER
MICRO PROSE

PLATOON
The first casualty of war is innocence.
ocean



THE SPECIALS – TOO MUCH TOO YOUNG?

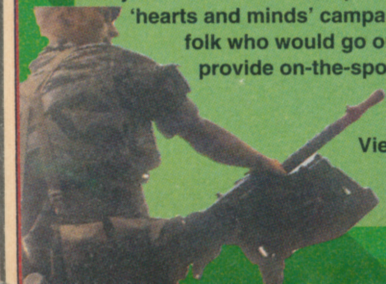
The US Special Forces were formed in 1952. In 1953 the 77th Special Forces Group (Airborne) nipped over to Germany and set up their Special Warfare Centre in Germany. At first commanders expressed a preference for tanks over these 'sneaks' as elite troops were a relatively new concept.

In June 1957, the 1st SFG began to train the South Vietnamese Army (ARVN) in Okinawa. From May 1960 onwards, the group's involvement in the conflict that was to make them famous took a major new turn, with sixth month tours in-country being introduced for members of the 7th SFG.

In October 1964 the 5th SFG Green Berets took over Special Forces operations. This group started out as a force of a mere 951 troops, but this soon mushroomed to a massive 1,828 in under a year.

The group's primary mission was to oversee the Civilian Irregular Defense Groups (CIDG) of the Montagnard tribesmen. This project had begun as an experiment in 1961 with the people of Buon Enao, and by the mid-60s it had grown into one of the USA's few 'successes' in the Vietnam War. At the end of 1965 the size of this aboriginal force had swollen to nearly 31,000 troops. In 1963 the SFG also started a more aggressive series of operations, known as the BS or Border Surveillance.

The SFG weren't just picked for their ability to kill large numbers of folk quickly and easily – although they could if they wanted to and I'm not going to try and stop them if they start anything – they were also at the sharp end of the USA's flawed 'hearts and minds' campaign. These were the folk who would go out into the bush and provide on-the-spot medical care, such as vaccinations, for Vietnamese villagers.



Special Forces often get flak.

When I say, jump out and say, "Boo!"

GREEN BERETS

Recently, it seems, there has been a whole flood of Vietnam Vets (and we're talking veterans of a military confrontation rather than animal doctors) appearing on both TV and film. It seems you can hardly wander into a private eye's office nowadays without stumbling across a vet. And more than likely he'll have been part of Special Forces group with a dodgy past and big secret. For instance there's:

- Tom Selleck as Magnum in *Magnum PI*.
- Sylvester Stallone as John Rambo in *First Blood 1*, *2* and *3*.
- Don Johnson as Sonny Crockett in *Miami Vice*.
- Clint Eastwood as Grant Mitchell in *Firefox (not* Eastenders? *– Lisa)*.
- Everybody in *Jacob's Ladder*.
- John Wayne as top brass in the *Green Berets*.
- Lewis Collins as who cares in Who Dares Wins.
- Robert De Niro in *Jack Knife*, *Deer Hunter* and 1,500 more movies.
- The nutter ghost in *House*
- Robert Ginty in *The Exterminator*.
- Arnold Schwarzenegger in *Predator* and *Commando*.
- Scott Bakula as someone or other every other week in *Quantum Leap*.
- But the most famous, and most feared, has to be Jim Robinson of *Neighbours*.

Tommy B as *Sniper*.

Arnie who?

A*R*N*I*E WHAT'S IN A NAME?

So just what does A.R.N.I.E. actually stand for, then? A Ridiculously Nonsensical Ideogramatic Epithet ● A Right Nitwit In Earrings ● Arthur Rupert Nigel Ignacious Esterhaus ● Another Really Nifty Induction Experiment ● A Really Nasty 'Intervention' Expert ● United Network Command For Law Enforcement ● Armed Response Needs Ideological Explanation ● Armed Revolutionaries Never Invade Eastbourne ● All Red Necks Inhabit Eastbourne ● Aardvarks Rarely Nibble In Earnest ● Arnold?

Let's make a MONSTER

PART SEVEN

More monsters! More music! More colour! More animation! More levels! The game that promises to be THE C64 release is growing faster than Dave's waistline. The Boyz creating Mayhem In Monsterland fill you in on the latest developments.

THE STORY SO FAR...

Mild-mannered John and Steve Rowlands, known to the world at large as the Mighty Apex and, er, the other half of Apex, have embarked on a mission to create the greatest C64 game the world has ever known – *Mayhem In Monsterland.* And if anyone can do it, these boyz can – they were the team that brought you *Creatures 1* and *2.* In last month's thrilling installment, the boyz started to introduce some baddies into the game and started work on a new level, Spottyland...

Here is the *Mayhem* news for February. Bong! More monster routines mean that the nasties in the game gain the ability to inflict pain on poor Mayhem (boo!) and Mayhem gains the ability to inflict pain on them (hooray!). Bong! On the graphics side a brand new level called Rockland surfaces out of out of the pool of inspiration. Bong! Steve produces some dead funky interactive music. Bong! Details to follow.

FROSTY FEBRUARY

WEEK 1

JOHN We've had an abundance of white flakes this month, and we're not talking about Steve's dandruff. Yep, it's been snowing! The last time we had snow was two years ago, and it inspired us to write the snow torture screens in *Creatures 2*... but this year it just froze our bits off.

Those of you who read last month's diary (thanks mum) will know that I started work on the monster routines. These included the splitting routines (enabling us to have more than eight sprites on screen), movement routines and animation routines. Most of this week was spent getting these routines to work properly. Once they were, I added another major routine that allows me to dictate each monster's colour. Obviously every sprite can have a different colour but now it can also have colour patterns. If we want an explosion to fade as it dies out, we can change its colour in time with its animation.

As with our background graphics we wanted more than the C64's 16 colours for sprites. However, we can't use the same method of colour mixing that we're using for the level graphics (see *CF*28) because we haven't got enough sprite colours. So I added a different colour mixing routine for the sprites. This rapidly flashes between two colours (of equal brightness) to create new shades. Believe it or not, *Mayhem In Monsterland* looks even more colourful.

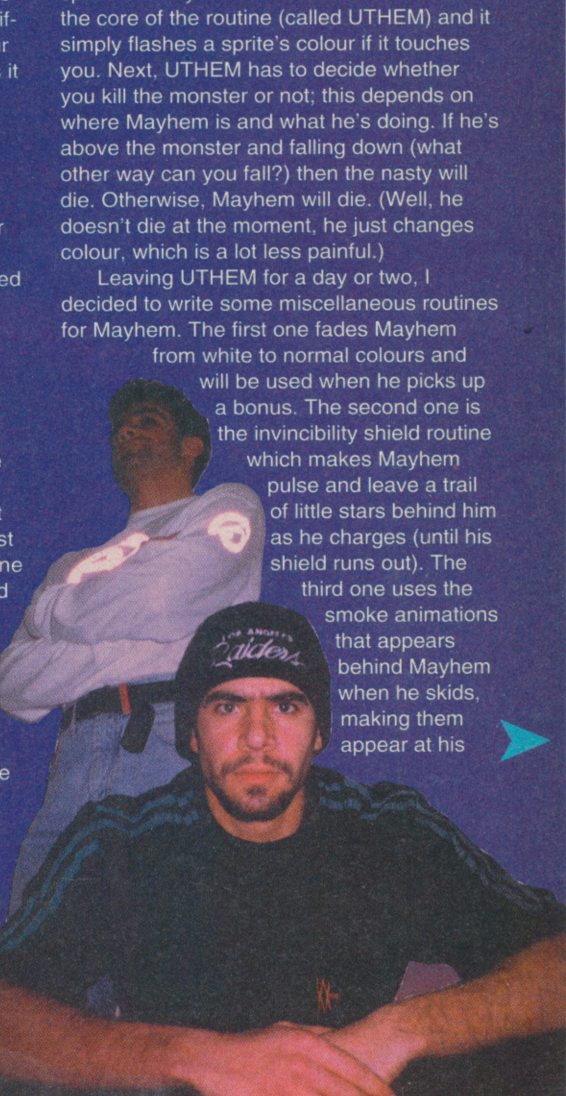
STEVE Late last month I came up with the idea of putting some dark forest sections into Spottyland. Now I think that some sort of brighter background would be better, just to drive home the message that you've done the business (converting the level from sad to happy). Therefore, I'm starting to put some diamond caverns in the level, which have holes on top that act like roof lights. The sky above the roof lights is cyan while the insides of the caverns are black, so there is a beam of light that shades from to the cyan to the black where the light enters the hole. Although I removed the big bushes from this level there are still some trees and vegetation let to keep the place looking interesting. These trees have incorporated the idea that I mentioned last month of having smiley faces in the levels, which does actually add that extra bit of atmosphere – all at no extra cost.

WEEK 2

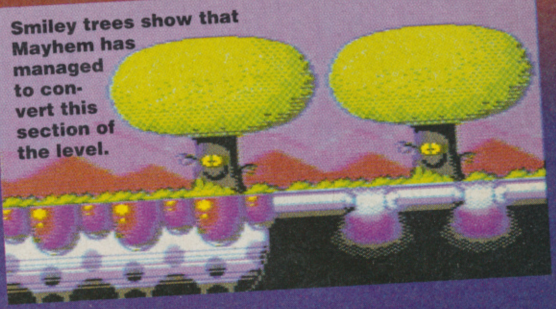
JOHN The next bit of monster code to be written is the direction routine. This detects the positions of all on-screen monsters and compares them to Mayhem's position.

Basically, if a monster invades your space either you die or it does. I've written the core of the routine (called UTHEM) and it simply flashes a sprite's colour if it touches you. Next, UTHEM has to decide whether you kill the monster or not; this depends on where Mayhem is and what he's doing. If he's above the monster and falling down (what other way can you fall?) then the nasty will die. Otherwise, Mayhem will die. (Well, he doesn't die at the moment, he just changes colour, which is a lot less painful.)

Leaving UTHEM for a day or two, I decided to write some miscellaneous routines for Mayhem. The first one fades Mayhem from white to normal colours and will be used when he picks up a bonus. The second one is the invincibility shield routine which makes Mayhem pulse and leave a trail of little stars behind him as he charges (until his shield runs out). The third one uses the smoke animations that appears behind Mayhem when he skids, making them appear at his



John is seen here practising his sumo wrestling techniques. Steve's hobby, meanwhile, is escapology. Can he get out of that straight jacket in time to write the rest of the music?



Smiley trees show that Mayhem has managed to convert this section of the level.

feet when he starts charging (giving the effect of dust getting kicked up from his feet, like in *Road Runner* cartoons).

STEVE Today I thought it was time to start the graphics for a sad version of a level and, as Pipeland has the most complete Happy section of all the levels, I chose to convert that level to sad first. Before I start the sad character set I will have to load up the latest version of the happy character set. This is because of the method I'll be using to do the sad version; I'll have all the happy level graphics loaded up in the block/character editor, change all the bright multi-colours to greys, and then just work my way through the character set changing the character definitions to make them look sad (ie, put cracks in platforms and make smiley faces grouchy).

The blocks in the level have to be the same in sad mode as in happy, mainly because of the memory it would take to store two different sets of 145 4x4 blocks. The graphics would look better if we did use the two block sets but the results I've got so far warrant the decision not to add the 2320 bytes (2.25K) for the extra set.

WEEK 3

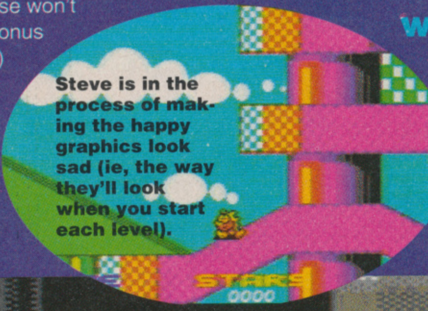
JOHN I expanded UTHEM this week, writing the monster death code which explodes a monster into a cloud of stars when Mayhem kills it. We thought that a range of different explosions would be better than just one throughout the game, so each level can now have up to four types of explosion. After certain types of monster have exploded a bonus will be left behind (each bonus will have a different colour animation). These won't simply give Mayhem bonus points (which is boring) but will give him a whole range of goodies, such as extra stars, shields, score multipliers, etc.

The most important bonus is the charge icon. At the beginning of the game Mayhem can only walk, so he has to find the monster that leaves behind the 'Charge' icon. When he picks it up he'll be able to run at extremely high speed, killing virtually everything in his path. The only monsters he won't be able to kill in charge mode are indestructible ones – instead of killing them he'll bounce off them. So the rest of this week saw the creation of the bonus appear routines, invinci-bounce routines, etc. The feel of the gameplay is definitely beginning to take shape.

STEVE It seems ages ago I last did some music for the game, but now I'll go through the latest versions I have on disk to see where I was up to. I'm now going to try to find an old bit of funky music – and I know the perfect tune for the job (it used to be the *Creatures 2* title music don't you know).

The bonuses will give Mayhem such things as shields and score multipliers

By the end of the day I have created two different tunes from that old bit of music. The actual tunes sound similar but are in different moods, the first being the normal jolly 'jumping around the level' tune, the second being a faster 'go forth and maim' type of tune. The notes are in a lower key, as well as being faster than the other tune, to give a more tense atmosphere.



Steve is in the process of making the happy graphics look sad (ie, the way they'll look when you start each level).

WEEK 4

JOHN The first thing I did this week was to tweak my monster explosion routine. As well as having different types of explosion, with different colour patterns, they can now be expanded to twice the size as well. We'll use them for the large dinosaurs that will roam around Monsterland – watch out for these mean mothers.

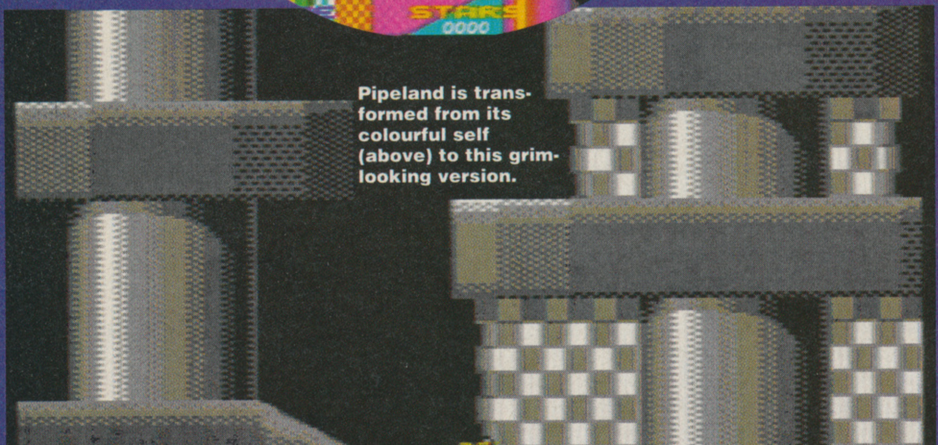
So having spent most of this month writing in-game routines I felt like doing a bit of presentation. I've started a screen appearance routine which – wait for it – makes the screen appear (wow!). Once you press fire from Get Ready, the screen blanks and Mayhem charges on, skidding to a halt in the middle. Monsterland then appears behind him, zooming out in an ever-increasing box. Once I'd written this, I had to modify it to cope with different starting heights.

Obviously Mayhem won't start each level at the same height so neither does the appearance routine. As Monsterland is six blocks high (see last month's diary) Mayhem can start at five different heights (if he started at the top of the highest block he'd be off the screen). So now the appearance code copes with five different start positions, always appearing from behind our cute, baby dinosaur.

STEVE On day one of this week I did a third tune for the interactive level music. This one – to compliment both the normal and pacey tunes – is a slow echoey affair, again with the same sort of melody but a different mood.

I was having a play with *Mayhem in Monsterland* using the level editor, jumping around* the platforms and slopes. The level was the first one I designed and was influenced by the Cubist school of art (see issue 27). To refresh your memory it has long green platforms with triangular edges and brown triangular rocks underneath. I was looking carefully at these and thought they would look good upside down, like mountains or something. So after standing on my head for 10 minutes I had a new level idea (and a headache).

This new level would have really big mountains (those platforms, upside down, but much bigger – the height of the screen, in fact). I could place small platforms (about 4x4 characters) around the screen for the dexterity sections, but also put in the long slopes and platform sections for speedy parts in the level. This new level now has a working name of Rockland… erm, because of the rocky bits.



Pipeland is transformed from its colourful self (above) to this grim-looking version.

NEXT MUNF

Fancy finding fascinating facts for further fun-filled features, frantic freaks? Wondering what worlds will wield when we work warily? More mad monsters might mingle morbidly! Screen scrolling should slide smoothly. Perfect parallax presides precariously! Erm… we think you know what we're trying to say. (*No – Ed.*)

---

* *Jump Around* is a kicking rap track by The House Of Pain – check out the album, available now on the XL Recordings label.

ODUS HYPER-PACK

PD REVIEW

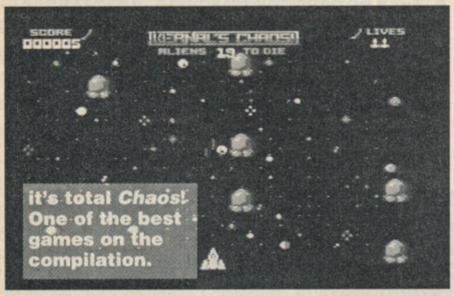
So, how many programs d'you reckon you could get for £7? Three? Four? Peanuts! There are 16, count 'em, 16, PD* progs on this compilation, including both games and serious stuff. But is it a bargain bag of goodies or a hotch potch of cheap'n'nasties? Dave finds out.

SUPER KONG: Loads of PD games are home-brewed versions of arcade classics. This is a PD *Donkey Kong*, and a pretty ropy version it is too. Pedestrian graphics and naff animation.
Power rating: ★★

XERONS: *Galaxians* gets the PD treatment here. I never really liked *Galaxians* anyway, and this is a pretty humdrum, keyboard-controlled only version of the aged shoot-'em-up.
Power Rating: ★★

FREAK-OUT: In other words, *Break-Out*. Disintegrate a wall by bouncing a ball off the bricks. It doesn't add any new twists though the bat does have a touch of inertia. It's fairly smooth and has that 'just one more try' factor.
Power Rating: ★★★

CHAOS: A totally new game and all the better for it. It's a nifty shoot-'em-up in which the aliens attack from side-to-side while swooping up and down. Excellent graphics and very addictive.
Power Rating: ★★★★★

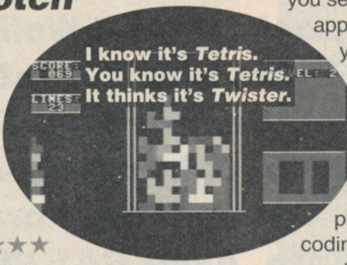


it's total *Chaos*! One of the best games on the compilation.

INVADERS: A sideways-scrolling shoot–'em-up with aliens attacking in waves. Dire collision detection. It's rubbish.
Power Rating: ★

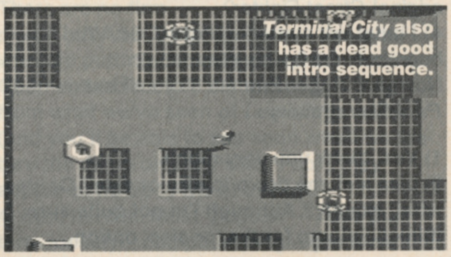
CENTRIPOD: This is just awful. It's is so annoying you give up after about 10 seconds. It's hard to describe what's it's about and it's so dire I can't honestly be bothered.
Power Rating: Zilch

TWISTER: You don't see many version of *Tetris* on the C64, and though this one has its faults – it chugs a bit and the graphics are dull – the basic concept of slotting falling shapes into gaps to form lines is as intriguing and engrossing as ever.
Power Rating: ★★★



I know it's *Tetris*. You know it's *Tetris*. It thinks it's *Twister*.

TORSION WARRIORS: A vertically-scrolling shoot-'em-up with bullets flying all over the place. Pretty tough and a bit samey.
Power Rating: ★★



Terminal City also has a dead good intro sequence.

TERMINAL CITY: This is brill'. Guide your man around a series of raised ramps, blasting away at some nasty flying thingies in a quest to find 15 floppy disks and slot them into the correct terminals. Great graphics, nifty enemies and loads of fun. Shame it isn't just a tad bigger.
Power Rating: ★★★★★

SNACKMAN: Back to the copies, and this one is of the carbon variety. As a *Pacman* clone it's almost perfect – it certainly looks and feels right. And since *Pacman* is such a brilliant concept anyway, this game is great.
Power Rating: ★★★★★

THE SERIOUS STUFF

ULTRAFONT: A font creation utility which is fairly easy to use but a bit limited. The lack of instructions means you have to experiment but most of the options soon become evident.
Power Rating: ★★★

SPRITE MACHINE: Not a patch on our very own sprite creation utility, *FROST*. You can achieve the same results, but getting there is just so much more difficult. Unfriendly.
Power Rating: ★★

VOICETRACKER: A sequencer for your C64. It's very comprehensive, offering loads of functions, but it's certainly not for the novice. It's a bit daunting and you really need to be able to print out the instructions.
Power Rating:★★★★

REAL WRITER: You know those messages you see in demos and game intros which appear one letter at a time? This utility helps you create that effect. There is a fairly limited choice of fonts and music and the end results are pretty bog standard.
Power Rating: ★★

ULTIMATE DEMO/INTRO CREATOR 2: Surely the reason people write demos is to show off their coding talents, so what's the point of a program that does it for you? *DC+2* gives you a template demo on which you can change all the elements. Interesting to play around with, but pretty pointless.
Power Rating: ★★★

TAPE DIGITISER VERSION 3.0: Make your own samples! Bung an audio tape in your datassette, play it and your C64 will digitise it. Okay, the results aren't great (or usable in other programs) but it's still great fun to have a go at.
Power Rating: ★★★

*PD? WASSAT THEN?

PD stands for Public Domain, which isn't a place, but a concept. If a program is PD then that means that there's no copyright on it, so it's legal to copy it. More importantly, it's FREE! Well, sort of. If someone writes a PD program then they don't get paid for it, and if you come across a PD program – say, your mate's got one and you copy it – then, sure, you've got it for free. But normally PD is available from PD libraries, and if you get your PD from them, they usually want some reimbursement for distributing the stuff – though it's usually a pretty paltry sum.

ODUS HYPER-PACK

- **Cassette/Disk: £6.99**
- **Available from: ODUS, 71 Helmsley, Willerby Road, Hull HU5 5ED ☎ 0482 500597.**

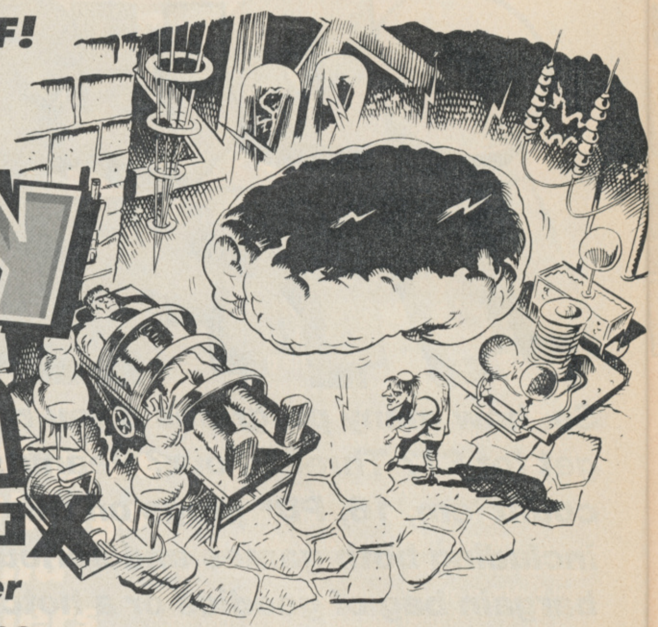
So is it worth buying? Sure is. Okay, there's some rubbish in here, but the amount of decent stuff – such as *Snackman*, *Terminal City* and Chaos – means it's £7 well spent.

POWER RATING 73%

HORROR BEYOND BELIEF!

The Mighty Brain

CERT X



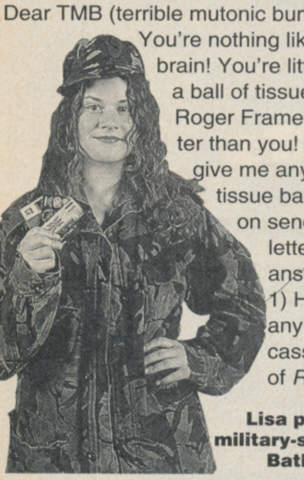
Your name is David your favourite colour is orange and you've got an empty Kit-Kat wrapper in your left trouser pocket. No?! Well, The Mighty Brain always was a better letter reader than a mind reader anyway. To let him in on your innermost thought processes, send him a letter to TMB, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

MAD AS A BALLOON!

Dear TMB (terrible mutonic bummer*),

You're nothing like a normal brain! You're little more than a ball of tissue paper! Roger Frames is much better than you! And don't you give me any of that 'lip' tissue ball or I'll carry on sending you these letters! So start answering, NOW!

1) Have you got any cheats for the cassette version of *RoboCop*?



Lisa prepares for a military-style raid – on Bath High Street.

2) Tell Lisa to kick you down to size or else!

3) Is *Street Fighter 2* any better than the original *Street Fighter*?

4) I have just started with the C64. Who has been here for the shortest time?

Now give Roger Frames all your best games!

Paul Blair, Paisley.

1) Yes, thank you very much.

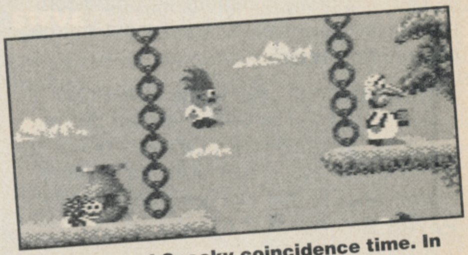
2) Lisa kick me down to size or else? Or else what, exactly? Although I'm not quite sure, I think I'll plump for the 'or else' option.

3) Yes. There is an easy way to tell. You look at the score we gave *Street Fighter 2* (*CF*29, 80 per cent) and then compare it to the score we gave *Street Fighter* (*CF*30, 36 per cent). After subtracting the smallest score from the largest score we have a difference of 44. Hence *SF*2 is 44 per cent better that *SF*1.

4) WHAT?!?

No, why should I?

TMB



Ooo-eee-ooo! Spooky coincidence time. In the same issue we review *Trolls* someone asks us when it's going to be released! (*That's a rubbish spook coincidence – Ed.*)

PISTOL-PACKING MAMA!

Dear Mighty Brain,

Answer my questions or my Mum will shoot!

1) Why can't you upgrade the C64 if you can't? (*This is reprinted from his letter verbatim, by the way – TMB.*)

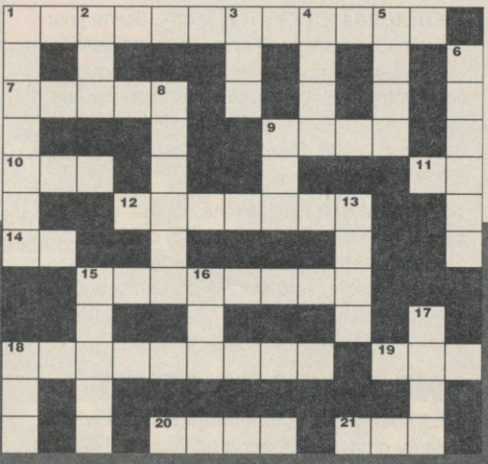
2) Is the *Street Fighter 2* Championship

CROSS WORDS!

Dear TMB,

I thought I'd send you something that I've never seen in any issue of *CF* – a totally C64-dedicated crossword!

A Dann, Winscombe, Avon.



ACROSS
1 Superb board game set in space (5,7)
7 Connects the C64 to a telephone line (5)
9 Command used to find out the contents of memory location 'X' (4)
10 Command used to start a program after resetting to enter POKES (3)
11 Owner of Llamasoft, initially! (2)
12 Tin-Pot Copper! (7)
14 Short for number (2)
15 Hardware used to play games (8)
18 and 6 Down The number one mag in the universe!!! (9,6)
19 Permanent memory
20 *CF*'s fave two-player racer! (Initials, 4)
21 Colour of car in **20** Across (3)

DOWN
1 Brat who beat the Space Mutants (7)
2 Opposite to subtract (3)
3 Temporary memory (3)
4 What you do when you want to keep a program on tape or disk (4)
5 Storage media (4)
6 See **18** across
8 The C64 has 64K of this! (6)
9 Short for picture (3)
13 You would use an AR Cartridge or reset switch to enter these (4)
15 and 17 – Codename RoboCod! (5,4)
16 Produces sound on the C64 (3)
18 Brains of the computer (3)

- Answers on page 66.

*** This word apparently has different meanings all over the country. Of course, we mean it in the nice clean, homely kind of way.**

SHORT SHARP SHOCK TREATMENT!!!

Why isn't Agent Kittyhawk included on the Powerplay page?
Gary Halliday, Liverpool.

Talking of Kittyhawk, has anyone actually seen her around recently?

How come games about football clubs like *Manchester United Europe*, *Liverpool*, *Arsenal* and *Leeds* are being released but as yet no-one has done a game about Tottenham Hotspur, who are the best team in the land?
Mark Inman, Pontefract.

No one has done a game based on Spurs because the softies have targeted the stars (eg, Gazza, Lineker and Gary Mabutt) rather than the club. As to your second question, Bristol Rovers of course!

Please, please, please, please tell me where can I get a pinball game for my C64? I would be very grateful.
Jane Syme, Quinton.

There are a few commercial games, but they may be a little hard to come by: *3D Pinball* (Mastertronic ☎ 081 960 2255), *Time Scanner* (Hit Squad ☎ 061 832 6633) and *Pinball Construction Set* (Ariolasoft). All these are a little old, so your best bet will be the Public Domain. I know Kingsway Computer Services have some dead playable pinball sims. Send an A5 SAE to KCS, 72 Glencoe Road, Sheffield, S2 2SR for full details.

Referring to the competition in *CF*29 about turning films into computer games– how about a nice family game of *Death Race 2000*? That should keep all 'parents' happy.
Brer, Reading.

Neat idea, but a little confrontational! The current crop of do-gooders wouldn't like it at all. They want kids to go back to safe pastimes like playing at war with replica firearms. Hmmm. By the way there was a game called *Death Race* from Atlantis many moons ago, but I am reliably informed that it was not based on the film.

Have you ever thought of being famous in a McDonald's restaurant (served as food)?
Wan Loon Yau, Leicestershire.

Curiously enough, no! And I'm sure McD's wouldn't want me getting involved in the food chain either.

On the Mega Drive is there a cheat for *Sonic 1* and *2*?
Marl Wadham, St Austell.

Yes, of course. WHY?

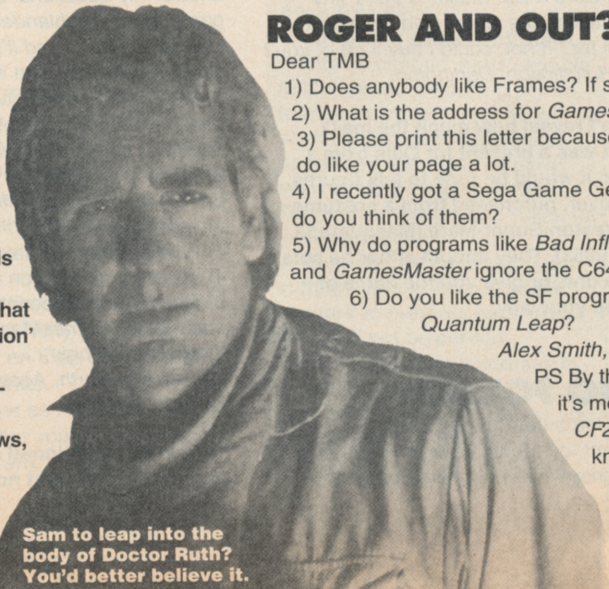
Could you tell me if you're married? If so what's your wife called?
Neil Graham, Scarborough.

You lot just have to keep bringing up this subject, don't you?! Just what is the fascination? Look, I'd really rather not

Edition going to be released on any format?
3) Is *Zool* going to be released on the C64?
4) Can you get any other languages on the C64 except BASIC?
5) In *CF*29 in the *Street Fighter 2* review, what machine are the big sprites from?
6) When is *Trolls* being released on the C64?
7) Are you going to review *Street Fighter 1*?
Gavin Davis and Craig Walker, Mansfield.

1) First let's sort out that term 'upgrade'. I take it you mean any major hardware improvement that will increase the power or performance of your computer. In these terms, yes it is possible to 'upgrade' your C64. There are accelerator boards to improve your machine's performance, high density 3.5-inch disk drives and even hard drives. Most of these, though, aren't available in the UK. However, we are trying to get hold of a number of these widgets for a feature in the future.
2) With all the hype this game has generated, it's hardly surprising that this 'Rolls Royce version' has been linked to a number of hopeful formats. At the moment, though, there's no news, just lots of rumours! There are no firm plans, but Alter Developments – the folks who are putting *Lemmings* together for the C64 – would like to have a shot at it. And from what we've seen of *Lemmings* so far (and you'll be able to see soon when we feature the demo on our Power Pack) they appear to be up to the challenge.
4) Yes, hordes. Most 'popular' – I use this term loosely – computer languages have been adapted for the C64.
5) They were pre-production graphics from the Amiga version of the game.
6) Right about now, in fact!
7) Been there, done that. *CF*30, page 51, 36 per cent. Where were you?

TMB



Sam to leap into the body of Doctor Ruth? You'd better believe it.

ROGER AND OUT?

Dear TMB
1) Does anybody like Frames? If so who?
2) What is the address for *GamesMaster*?
3) Please print this letter because I really do like your page a lot.
4) I recently got a Sega Game Gear. What do you think of them?
5) Why do programs like *Bad Influence* and *GamesMaster* ignore the C64?
6) Do you like the SF programme *Quantum Leap*?
Alex Smith, Essex.
PS By the way, it's me from *CF*21. You know, I asked you for the passwords on *Repton 3*. I'd just like to say thanks.

1) Well Mr and Mrs Frames don't mind him – too much! James Leach claimed to be his friend, but left the mag within days of saying this. And Steve Jarratt, the guy who recruited the penny pincher, can still be traumatised by the very mention of the 'F' word!
2) Well there are two. The TV show can be contacted at *GamesMaster*, PO Box 91,

READER'S CHART!

Yikes! Time for the tired old Radio DJ impression to introduce Thomas McDonagh of Ballybane and his amazing reader's chart! No! I can't do it...

1. ***DJ PUFF* (CodeMasters) *CF*22, 88%.**
2. ***THE SIMPSONS: BART VERSUS THE SPACE MUTANTS* (Ocean/Hit Squad) *CF*16, 90% /*CF*31, 92%.**
3. ***LOTUS ESPRIT TURBO CHALLENGE* (Gremlin) *CF*6, 90%.**
4. ***GRAEME SOUNESS SOCCER MANAGER* (Zeppelin) *CF*24, 71%.**
5. ***TERMINATOR 2* (Ocean) *CF*13, 78%.**
6. ***INTERNATIONAL KARATE* (System 3) Not reviewed.**
7. ***OUT RUN* (US Gold/Kixx) *CF*3, 75%.**
8. ***TURTLES 2: THE COIN-OP* (Mirrorsoft) *CF*14, 89%.**
9. ***BATMAN THE MOVIE* (Ocean) *CF*14, 86%.**
10. ***GOLDEN AXE* (Virgin) *CF*20, 89%.**

This month we've not got a soundtracks charts but a – rather specialist – music chart instead. This time it's been picked by a certain Ms Jenny Arlott, of Surrey. "Rave on!" as they used to say a few years back but I understand is deeply unfashionable now!

1. ***RADIO BABYLON* Meat Beat Manifesto**
2. ***NEVER STOP* Front 242**
3. ***DIG IT* Skinny Puppy**
4. ***COME DOWN HERE* Chris Connelly**
5. ***FOREVERGREEN* Fini Tribe**
6. ***MINDPHASER* Front Line Assembly**
7. ***THIS IS WHAT THE DEVIL DOES* Thrill Kill Cult**
8. ***WAHRE ARBEIT, WAHRE LOHN* Die Krupps**
9. ***MAGGOTS* Maschine Manitou**
10. ***CONTROL, I'M HERE* Nitzer Ebb**

Can you come up with a weirder or more obscure list? If so, drop me a line – they make 'curious' reading.

Jingle, jangle, jewellry, jewellry, jangle. Owzabout that then? (*Rubbish, actually! –Ed.*)

London E14 9GT. The magazine can be contacted by writing to *GamesMaster* (or, for a real jape, call it *JamesMaster*), 30 Monmouth Street, Bath, Avon BA1 2BW.
3) Fine. Flattery will get you everywhere.
4) They're fine for mobile gaming. Personally I prefer to read when I'm on the bus (*and when exactly did you last do that? – Ed*). They do, however, double up neatly as a portable TV (*for some extra dosh – Ed*).
5) Lack of taste, mainly.
6) Rather! Although I'm not that big a fan of Tina's ear-rings!

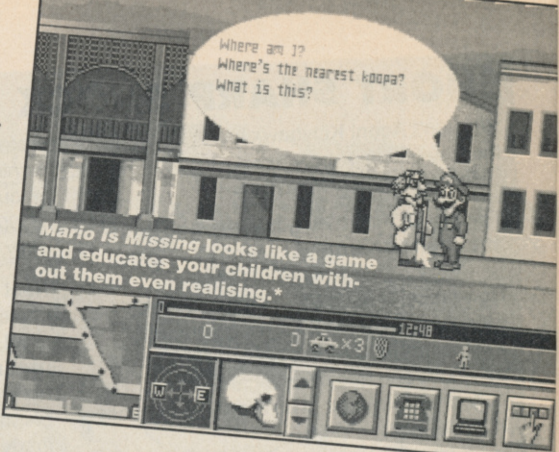
TMB

EVERYTHING BUT THE GIRL

Dear TMB,
Answer my questions or die!
1) I was looking through my *CF7* POKEs booklet and saw a poke for *Mario*, so is it possible to get it for the Commodore?
2) Can you tell me where to get *Chuck Rock*?
3) Is it true what they say about *Trolls* graphics – because I don't believe you?
4) My friend says that *Sim City* is good. What do you think about it?
5) Do you have a girlfriend – possibly Clur?
Jodie, Knockin.

1) Yes, there was a conversion of this VERY early *Mario* adventure. It was by Ocean and released in the summer of 1987. In general terms what I call *Mario* is the generic style of game that particular quality and legendary playability – the total package! So far, we've seen nothing like *SMB 4* or *3*, not even the far more primitive *SMB 2*, on the C64!
2) Talk to Core Design ☎ 0332 297797. They should be able to help.
3) Don't worry about what we say. See for yourself by looking at the full review on page 56. It should answer all your questions – as long as they're questions about *Trolls*, that is!
4) I'd say it's Chaotic Neutral. As a game, though, the mix of planning and swift action make it a minor classic. It has its odd moments, but it is fun.
5) The horror, the horror! No. Please, even in jest this is far too terrifying to contemplate. (*What was that Brain? – Clur*). Nothing, Ma'am!

TMB



Mario Is Missing* looks like a game and educates your children without them even realising.

*We nicked the grab from *PC Format* along with the caption. They're not very good at captions, are they?

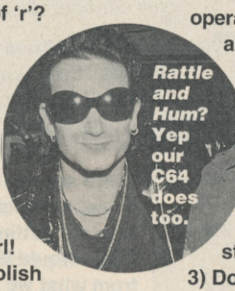
AGENT KITTYOFF

Dear Mighty Brain,
Do you think your simple brain cells could answer some questions for me?
1) What is πr^3 x 59872^7 (because my C64 refuses to tell me)?
2) What's the meaning of life?
3) Will Clur ever star in a strip poker game like Sam Fox? I reckon I'd would pay a million pounds for such a game!
4) Have CodeMasters got any plans to release a *Slicks 2*?
Everyone deserves at least one shot at fame, so please print my letter!
Newt Av Atts
PS Do you think that even Bono from U2 would lead a better lifestyle with a C64?

1) Sorry, what was the value of 'r'?
2) That would be telling.
3) I think not! Despite her failings Clur is an upstanding person, and would willingly smash her Commodore repeatedly against anyone who tried to code such a game. Clur's flattered – but she's really not that kind of girl!
4) Not as yet. But they'd be foolish to miss out on the follow-up opportunity.
But surely if everybody was 'famous' then we'd all be the same and then no one else could be famous and...

TMB

PS Anyone who hasn't got a C64 hasn't got a lifestyle in my opinion!



Rattle and Hum? Yep our C64 does too.

BAT-MASK RETURNS

Dear Mr Alderton,
(*Ooops, I seem to have accidentally opened Ollie's fan mail, shame on me – TMB*) In *CF*30 you wore a Bat-Mask. Is there any chance of telling me where you got it and how much for? If not, could I buy it off of you?
Anthony Hutchinson, Darlington.

Well, I can't reveal how much the mask costs as it was a present for Ollie from a friend – so it would be rude to talk figures. It was, however, purchased from a costume shop in Weston-Super-Mare (Masquerade ☎ 0934 419953). They should either be able to get you one, or give you the name of a supplier up your way.

TMB

MARIO FOUND!

Dear Bat Computer (I mean TMB),
Do you want to be put in a microwave and fried to a crisp? (Oh help here comes the RSPCA) No? Then you'd better get on with answering these questions.
1) Are we a format?
2) Would it be possible to put any *Horace* games on the Power Pack?
3) Nintendo (spit) refuse to licence any C64 conversions but a game called *Mario Is Missing* surfaces on the PC! What gives?
4) Is there any chance of seeing *RoboCod*, *Rodland*, *Wrestlemania*, *The Simpsons*, *Space Gun* and *Shadow Dancer* on budget?
Luke Croll, Sheerness.

Look. Why the sudden spate of microwave madness? Both this month and last, folk have threatened to microwave me! What gives?
1) Yes, any computer system can be considered a 'format'. It generally refers to a specific operating system, so a format can consist of a number of different machines – eg, C64, C128, C128D and C64GS. So the C64 is a format and 'erm, so are we...
2) Well, there are very few games for the C64 involving horses, really. You see it's the problems they pose the animators. You know Muybridge opened a real can of worms with his studies of motion...
3) Don't panic. Don't get too excited. *Mario Is Missing* is an educational game, so you're not missing out on much.
4) There certainly is, on Kixx, Kixx, Hit Squad, Hit Squad, Hit Squad and Kixx respectively each about a year after their original release as full-price games.

TMB

INTENSE VISUALS!

Dear TMB,
I'd like to say at this point you are the most intelligent being in the universe, so could you answer my questions. But first, there is a game called *Highlander* – it's by Ocean and I've got it! Grr... (*and it's a real dog, isn't it? – TMB*) Anyway on with it.
1) How dare Frames give *Trivial Pursuit* 33 per cent?! It deserves about 75 per cent! Why don't you start a 'Get Frames Out!' Campaign?
2) When is *Mayhem In Monsterland* going to be released? (Thanks for the *SEUCK* features by the way!)
3) What's Trenton's fave strategy game?
4) What's your opinion of *The Big Box*?
5) *Bad Influence* recently gave out a C64 cheat? Will *GamesMaster*?
Yours formattingly,
James Ainsworth, Accrington.
PS Stay hungry!

1) Now as I mentioned once before I'm plotting to this end right now. My scheme has

UNCLE DAVE'S BUY-A-RAMA

FOR SALE

- **C64 games for sale. Old and new, from 30p to £6. Send SAE for a full list and information to 4 Tunstall Grover, Hartleypool, Cleveland TS26 8NH.**
- **For Sale – Back Issues of *CF* at half price including P&P. Contact Andrew ☎ 0539 728280**

WANTED

C64 *Star Trek* and *Thunderbirds* tapes (if they're available). Any other Gerry Anderson C64 tapes. Also *Dr Who* C64 tapes. Please help. ☎ 0375 679555 (Evenings only)

USER GROUPS

Long-established user group. Discounts, contacts, second hand sales service, newsletters, etc. For free pack send SAE CCC (CF), Box 121, Gerrards Cross, Bucks, SL9 9JP. ☎ 0753 884473

been in operation for the last few month's and are set to come to fruition over the next two weeks. Watch his space is all I'll say.
2) Mid-summer, probably. You're welcome.
3) It's *Squad Leader – Cross of Iron*. This is a table-top wargame that recreates battles from the Allied advance in 1944. Trent spends hours playing it. On computer – for the moment – it's *Football Manager 3*.
4) Well, it's quite big and definitely exhibits box-like tendencies.
5) Unlikely, unless, that is, *GamesMaster* suddenly receives hordes of mail demanding that they pay the C64 some attention.

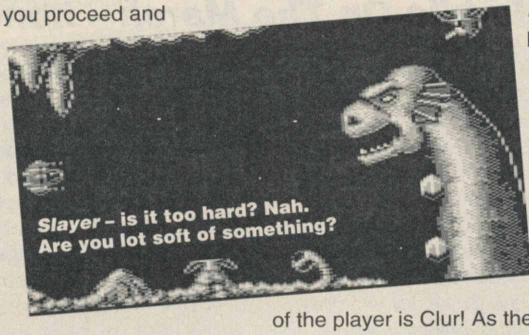
TMB

PS The devil don't scuba dive!

DOWN IN FLAMES!

Dear Mr Brain, or may I call you Mighty? Congratulations on your section in *CF* which is always entertaining and informative. That's enough creeping, now answer my question.

Why are shoot-'em-up games so difficult to complete? Take, for example, *Slayer* on your covertape. I gave up on this quite brilliant game because I couldn't even get past the first section. They should be made progressively tougher as you proceed and not impossible right from the start. *Daedalus* was also difficult, but with the Action Replay cheat you can see the entire game and marvel at the graphics.
Stuart Brown, Essex.



Slayer – is it too hard? Nah. Are you lot soft of something?

The fatuous answer here would be, "Of course they're hard to beat, that's the whole point". This is not a fair comment, though, and I understand the problems you face. Shoot-'em-ups, maybe more than any other genre, suffer from the instant playability problem. The split-second after loading both the arcade veteran and the computer novice have to be accommodated. And you can guarantee that if one person finds it too tough, another will find it too easy. For a more detailed exploration of this topic, though, turn to page 48 for the *CF* Guide to the Ultimate Gun Fight.

TMB

CAR WARS

Dear Mighty Brat,
Sorry, I mean, Brain. I'm worse than you, if you know what I mean. (*Er… no – TMB.*)
1) Why haven't you reviewed *Lotus Turbo Challenge 2* yet? It's been under one month away for ages and other games have passed it, been reviewed and then gone on sale.
2) *CF*29, what can I say but hopeless!
3) *CF*29 – brilliant!
4) You said you would like either a Triumph Herald of a Ferrari Dino. Why not splash out on a Lotus Esprit 300, an Elan or a Jaguar XJ220. They're a lot better.
Answer these questions as I have a bet for a fiver with my brother that you will print this.
Edmund Clarke, Banham.

1) Because it's not finished yet. We can't play the game until the programmers have written it. So far it's been imminent for quite a few months (hence its position on the Scanner) but never ready for release.
2) Fool!
3) Genius!
4) I actually said that I'd like a Triumph Herald, Ferrari Dino or the 237 in London. I picked these vehicles simply because I like them, not because they're the fastest! The Herald was a fun – ie, totally overpowered – British convertible with classic 50s styling. The Dino just has to be the most beautiful car ever to leave a production line and the 237? Well, it takes back to my days when I used to commute to St Mary's Studios in Twickenham. I remember once, Bogart had just finished *The African Queen* and... (*CUT! – Ed*)

Such blackmail is outrageous. But since you asked! (And do I get my cut of the fiver?)

TMB

HOW TRIVIAL?

Dear TMB,
Eureka, I have it! Living proof that Roger Frames is not real! Have a look at the *Trivial Pursuit* review on page 49 of *CF*30. See the screenshot? (*In fact, it was also used for the Charts on page 31 of the same issue – economically minded Prod Ed.*) Look closely. The name of the player is Clur! As there is only one piece on the board either Roger Frames is a screaming transvestite (excuse me!) or he does not exist! Don't even try to say that it is a screenshot from the past as you have never previously reviewed the game.
Whoopie (and other such odd sounds).
Paul Cardno, Formby.

As you may have noticed, *CF* no longer uses photographs of games. We use an image-grabbing system that links our C64s to the Macintoshes that we create the mag on. This system is expensive. Roger is clumsy. The potential costs involved are horrifying. Since he caused a near disaster some four month's ago Roger is not allowed to use the 'grabber'. Clur – and she's dangerous enough – does Roger's grabs for him now, hence the name slip.

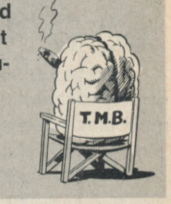
TMB

THE END

Bye then! Don't worry, I can clear up, you just run along and enjoy the rest of the issue. Make sure you drop by again next month. We could have a cuppa, or a chat. Oh I see – you can't make it. Why not drop me a line then?

Anything you've got to say? Any point you want to make? Any view you to want to express? Then send a letter to The Mighty Brain, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW and, who knows, you might contribute the greatest letters section the magazine world has ever seen! TMB scans every letter sent in every month, so he will see your words of wisdom. Please don't send SAE's as TMB can't reply personally.

Oh yeah, before I go, I'd just like to ask you all what you call those little triangular bits that you collect in *Trivial Pursuit*? Wedges, pieces of pie, segments, cheeses? Let me know!



ADVERTISE IN COMMODORE FORMAT!

Yes, it's another plug for our new small ads section. As I mentioned last month, from now on you'll be able buy, sell and barter thangs via the pages of *CF*, the biggest-selling Commodore mag in the Galaxy.

To place an ad all you have to do is fill out the form below and send it to: 'Uncle Dave's Buy-a-Rama,' *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

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3) We will do our very best to place your ad in the next possible issue. Printing deadlines, however, may occasionally force the ad to be carried over to the following month. Sorry about that.
4) *Commodore Format* reserves the right NOT to run an ad if it appears to contravene the spirit of the section.
Ads to appear in the May issue of CF(34) must reach our offices by 5th May.

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INSIDE INFO

Right, time to get serious. This is the bit where Jason Finch answers your techy queries and the rest of us here at CF don't snigger childishly every time he says RAM or POKE – really! So if you're having hardware hassle or a coding crisis send your techy questions to Inside Info,

Commodore Format, _30 Monmouth Street, Bath, Avon BA1 2BW (and we won't smirk if you come from Piddle On The Marsh – honest)._

SIX OF THE BEST

Dear Inside Info,

1) In *CF*28, there was a letter titled 'ROM REFIT'. I liked the idea of changing the Basic commands so I typed in the POKEs provided and waited for a while. But when the prompt reappeared, I realised that nothing had changed. Please could you tell me what I should do. I realise that I need a machine code monitor, but what are they and where can I get one?

2) How can I display a clock (machine code or Basic) which has colons between each two numbers (ie, 12:25:30)? I know how to display and set the system's clock but all attempts to get this sort of effect have failed.

3) How can I have a disk directory in a program without clearing the present memory?

4) Is there a POKE which disables the SHIFT and CLR/HOME keys in a Basic program?

5) Is there a CHR$ code for RUN/STOP?

6) If not, how can I use it (like, for example, the way it's used in *Super Huey II*, where RUN/STOP starts the engines)?

Andrew Adamson, Belfast.

1) A machine code monitor enables you to look at what your computer is processing and what's in its memory. You can then make alterations to that code directly on-screen, either in the form of machine language instructions or just numbers. Machine code editors are included on most programming cartridges, such as the Action Replay.

Try the following program which uses the technique to change the SYNTAX ERROR message and the READY prompt.

```
10 FOR X=40960 TO 49151:POKE
   X,PEEK(X):NEXT X
20 FOR X=0 TO 5:READ Y:POKE
   41525+X,Y:NEXT X
30 FOR X=0 TO 5:READ Y:POKE
   41848+X,Y:NEXT X
40 POKE 1,54
50 DATA 083,084,085,080,073,196: REM
   ASCII CODES FOR "STUPID"
60 DATA 005,067,070,051,050,154: REM
   ASCII CODES FOR "(WHT)CF32(BLUE)"
```

2) To find out why the line I'm about to give you works, take a quick glimpse into the past, in particular to _CF_29's Inside Info. Display the clock with:

```
PRINT LEFT$(TI$,2)":"MID$(TI$,3,2)":
"RIGHT$(TI$,2)
```

3) This little routine is quite funky, and should do the trick:

```
10 REM BASIC DIRECTORY BY J.FINCH
20 DEF FNA(X)=ASC(A$+CHR$(0)):DEF
   FNB(X)=ABS(FNA(0)<>X):OPEN 2,8,0,"$"
30 POKE 199,1:GET#2,A$:IF FNB(34)
   THEN 30
40 PRINT A$;:GET#2,A$:IF FNB(0) THEN 40
50 GET#2,A$,A$,A$:IF ST<>0 THEN 70
60 A=FNA(0):GET#2,A$:A=A+256*FNA(0):
   PRINT:PRINT A;:GET#2,A$:GOTO 40
70 CLOSE 2:END
```

4) Afraid not. If you're trying to stop people clearing the screen during an INPUT or something, try printing a quotation mark first. The following crafty trick places the codes for a quotation mark and then a delete into the keyboard buffer before doing

QUICK SHOTS

- How can I list just one line of a Basic program instead of the whole program?
Mark Lee-Ray, Nottingham.

Just enter `LIST` followed by the line number. So to list line 10 of a program you would give the command `LIST 10`.

- Please help me find a Commodore 64 IEEE interface expansion card.
A Davies, Kidderminster.

Meedmore Distribution Ltd (☎ 051 521 2202) will be able to help you out. Their stock code for the IEEE card is A0141 and, including VAT, the cost is £84.00. They will accept telephone orders although they are mainly a supplier for shops.

- Which of Datel's two addresses should I write to if I want to purchase goods? Also, if I bought a 1541 disk drive from them, would it be under guarantee and, if so, how long would it last?
David Costello, Ireland.

Either address is fine, but I always use the Govan Road, Fenton Industrial Estate, Stoke-on-Trent (☎ 0782 744707) one. The drive comes with a one-year guarantee.

- I am programming sprites in Basic. How do you make them move fast?
Peter McMillan, East Grinstead.

Unfortunately in Basic you're very limited in terms of speed. If you want sprites that 'ning about the screen at a fair old rate you'll need to learn machine language, which is the language that most games are programmed in. By the way, what do you think our Power Pack program, _FROST_?

the INPUT. This makes everything come out as control codes. Unfortunately if the person using the programs knows a thing or two about controls codes it's easy to get around this (but I'm not going to tell you how here). Try:

```
10 POKE 631,34:POKE 632,20:POKE
198,2:INPUT"TRY CLEARING THE SCREEN";A$
```

5) Again, the answer's no, I'm afraid.

6) You can make the 64 detect if the RUN/STOP key has been pressed, though, in the same way that you can make it distinguish between the left and right SHIFT keys being pressed. Watch the Information Bank in the coming months! (*What is this – a cliffhanger serial? – Ed.*) (*Yes! – Jason.*)

SPLIT PERSONALITY

Dear Inside Info,

I have a few questions to ask the best section in *Commodore Format*.

1) Is there a POKE or short program to make the C64 think that it's two 32K machines because I've heard that there is a POKE that does this for the Amstrad CPC6128?

2) Will there be a machine code tutorial in a future issue of *CF*? I want to learn how to program in machine code as I have already pushed Basic to its limits.

3) Could you tell me how to save bits of memory to tape from the Action Replay MkVI's machine code monitor?

4) How do you make a C64 emulate a Spectrum 48K? Does it have the same memory as the 48K and if so what happens to the other 16K? Can you access it?

5) Can you recommend any books on machine code?

Chris Alcock, Warrington.

PS: Please (10 times) answer these questions or I will take my Commodore 64 to bits and smash all the microchips with a hammer and burn the rest.

When it comes to split personalities Darkman is the men to talk to.

1) What a curious idea. Why would you want to do this? The only thing I could suggest to make your C64 think it was two separate machines would be to slam an axe down on it, somewhere around the middle of the keyboard. Alternatively, use the method described in your Post Script to make it think it's lots of machines, although this is not a reliable method one I would certainly not recommend under any circumstances.

2) Well, I reckon it would be a good idea, though the final decision is up to that great and glorious editor who men have come to know as... er... thingy.

3) Enter `S"FILENAME",1,C000,D000` at the dot prompt to save

SARACEN SANCTUARY

SHOW OFF SARACEN

Dear Inside Info,

Could you please tell me how to display *Saracen Paint* pictures in my own programs.

Kimble Young, Australia.

Yes, but first some technical info. *Saracen Paint* files load from `$7800-$9FE9` in hexadecimal which gives you about 28K for Basic programs. The picture itself is stored at `$7C00-$9B3F` with the screen map and colour information at `$7800-$7BE7` and `$9C00-$9FE7` respectively. The background colour is stored at `$7BF0`.

Take it from me this arrangement is pretty stupid because it crosses two memory 'banks' and so the picture can't be displayed without teleporting the whole thing through memory to somewhere else. In Basic, that would take forever. Below I have included a Basic loader for a machine code routine that will display a picture that has already been loaded with `LOAD"filename",1,1`. Following that is a Basic program that does the same thing as the machine code routine for you to compare speeds. If you haven't got a stopwatch, I'll tell you that the machine code version (`SYS 49152`) takes a sixth of a second to do, whereas the Basic version (lines 180-280) takes a leisurely three minutes. The Basic version also shows you how to load a picture from within a program and how to revert the screen back to normal. Lines 140 and 150 put the appropriate prefix on the filename.

```
0   REM SARACEN ML BY J.FINCH
1   FOR X=49152 TO 49269:READ Y:POKE
    X,Y:C=C+Y:NEXT X
```

```
2 IF C<>17016 THEN PRINT "DATA
    ERROR":END
3 PRINT "SYS 49152 DISPLAYS LOADED PIC"
10 DATA 169,148,141,000,
    221,169,063,141
11 DATA 002,221,169,056,
    141,024,208,169
12 DATA 208,141,022,208,169,
    059,141,017
13  DATA 208,169,000,133,168,133,170,169
14  DATA 124,133,169,169,224,133,171,160
15  DATA 000,177,168,145,170,200,208,249
16  DATA 230,169,230,171,165,169,201,156
17  DATA 208,239,162,000,189,000,120,157
18  DATA 000,204,189,000,156,157,000,216
19  DATA 189,000,121,157,000,205,189,000
20  DATA 157,157,000,217,189,000,122,157
21  DATA 000,206,189,000,158,157,000,218
22  DATA 189,232,122,157,232,206,189,232
23  DATA 158,157,232,218,232,208,205,173
24  DATA 240,123,141,033,208,096
```

And now for the pure Basic version:

```
100 REM SARACEN BASIC BY J.FINCH
110 A=A+1:IF A=2 THEN 180
120 POKE 51,255:POKE 52,123:POKE
    55,255:POKE 56,123:CLR
130 A=1:INPUT"NAME OF PICTURE TO LOAD";A$
140 A$=LEFT$(A$+"           ",11)
150 F$=CHR$(202)+CHR$(215)
    +CHR$(215)+CHR$(203)
    +CHR$(32)+A$
160 LOAD F$,1,1
170 REM PROGRAM RESTARTS WHEN LOAD IS
    DONE AND THEN JUMPS TO LINE 180
180 POKE 56576,148:POKE 56578,63:REM
    SWITCH TO BANK 3
190 POKE 53272,56: POKE 53270,216:REM
    SWITCH TO NEW SCREEN AND MULTICOLOUR
200 POKE 53265,59:REM SWITCH TO BITMAP MODE
210 FOR X=0 TO 7999
220 POKE 57344+X,PEEK(31744+X):REM COPY
    BITMAP TO $E000
230 NEXT X
240 FOR X=0 TO 999
250 POKE 52224+X,PEEK(30720+X):REM COPY
    SCREEN TO $CC00
260 POKE 55296+X,PEEK(39936+X):REM COPY
    COLOUR TO $D800
270 NEXT X
280 POKE 53281,PEEK(31728)
290 REM WAIT FOR ANY KEYPRESS
300 POKE 198,0:WAIT 198,1:POKE 198,0
310 REM RESTORE ALL POINTERS TO NORMAL
320 POKE 56576,151
330 POKE 53272,21:POKE 53270,200
340 POKE 53265,27:PRINT CHR$(147)
```

This is what happens when we let Ollie do the picture research – it's not quite the 'Clash' we had in mind.

COLOUR CLASH

Dear Inside Info,

Sometimes when I'm using *Saracen Paint*, the colours I've used change to the current painting colour without me touching them. Is this a bug in the program?

Sadaf Khan, Accrington.

No, it's to do with the fact that the C64 will only normally allow you to display four different colours in each 8x8 pixel character square when you're in multicolour mode; the background colour and three others. So if you try to add a fourth colour, one of the other colours will change so that there are only three different colours in that square. There are 40 of these squares across the screen and 25 down. With a bit of care and patience you can ensure that colours don't clash.

the memory from `$C000` to `$D000` (you have to use hexadecimal) to tape.

4) You write a clever piece of machine code to do it. There was a Speccy emulator around quite a few years ago but it never really took off. It's a matter of changing the Basic interpreter, the character set, and a number of other things, so that the computer is fooled into thinking that it is an inferior machine. As to the other 16K; the code that controls the emulation occupies a dirty great chunk of it.

5) A number of books about machine code have been published over the years, though unfortunately most of them are currently out of print. One that I own which isn't too bad is *Commodore 64 Assembly Language* by Bruce Smith (ISBN 0 906812 96 8). However, you'll probably end up having to buy one second-hand. Otherwise, your local library may have a book or two on the subject. Or how about putting a 'Wanted' advert in Uncle Dave's Buy-A-Rama, *CF*'s brand new and rather spiffy classified ads service? Check out page 43 for details.

THE LEAGUE DRAW

Dear Inside Info,

1) When writing a program, how do you make the computer randomly pick a name from a whole list of names? I have tried things like `A$(1)="Liverpool"` and so on, but I don't know how to order the computer to choose one. What do I have to do?

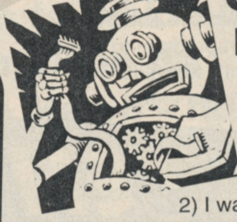
2) Also, could you tell me how I could get the C64's internal clock to start at zero and then get it to stop at a specific time of my choice?

Andrew James, Wakefield.

1) To generate a random number between 1 and some maximum (`MAX`), give the command: `N=INT(RND(1)*MAX)+1`. Then to pick an entry at random you would just use `PRINT A$(N)` or similar.

2) Reset the clock to zero with `TI$="000000"` – it will start automatically from there. You can't actually stop the internal clock but you can make your program do something after a certain amount of time has elapsed. For example, if you run the following program it does nothing for an hour and thirty minutes and then the word 'END' pops up on screen. (*It's a bit like watching that* Twin Peaks *film, then – Ed*).

```
10 TI$="000000": REM RESET CLOCK
20 IF TI$<"013000" THEN 20
30 PRINT"END"
```



GARFIELD RULES!

Dear Inside Info,

1) Is there a way of duplicating disks without having to use two disk drives?

2) I want to be able to get a list of the programs on a disk by typing in `LOAD"*",8,1`, and then be able to select and run one of those programs simply by highlighting it. How do I do this?

Anthony McElroy, Cumbernauld.

PS: This is the first letter that I've written to you so please, please, please print it.

Okay, I'll print your letter, but only because I love with the Garfield paper it came on.

1) The majority of disk back-up utilities have an option for single-drive copying. It means that you have to swap disks an awful lot; one full side of a disk needs a minimum of three separate readings usually.

2) There certainly is. Try the following program, which you can adapt to work with my highlight bar program in *CF*25. The DATA should contain the list of file names, which should correspond to the games on the disk. Save it as the first program on the disk to load it the way you want.

```
100 REM GAME LOADING MENU BY J.FINCH
110 PRINT CHR$(147);"WHICH GAME DO YOU
    WANT TO PLAY?"
120 READ N:FOR X=1 TO N:READ A$(X)
130 PRINT CHR$(17);CHR$(X+64);". ";A$(X)
140 NEXT X
150 GET K$:IF K$="" THEN 150
160 K=ASC(K$)-64:IF K<1 OR K>N THEN 150
170 PRINT CHR$(147);CHR$(17);CHR$(17);
180 PRINT "LOAD";CHR$(34);A$(K);
    CHR$(34);",8"
190 PRINT CHR$(17);CHR$(17);CHR$(17);b
    CHR$(17);
200 PRINT "RUN";CHR$(19);
210 POKE 631,13:POKE 632,13:POKE
    198,2:NEW
220 DATA 5: REM NUMBER OF GAMES
230 DATA "ASTEROIDS","SKI RUN","PANIC"
240 DATA "WRIGGLY WORM","ROCKET MAN"
```

Be here next month for more trounced techie troubs.

WARNING
INFORMATION
OVERLOAD

...INFORMATION BANK...
...INFORMATION BANK...
...INFORMATION BANK...
...INFORMATION BANK...

Saying one thing but meaning another – it can be dead confusing, or even downright rude, but our Jase is an expert at getting a 64 to do it (for security reasons, of course).

REM ARKABLE

Have you ever wondered how you can make strange things happen when someone tries to list your programs – such as having the screen blank out or having everything go into lower case? You could make all your program comments go white and have everything else in the normal light blue. It does require a bit of concentration but once you get the hang of the method it's quite simple. The command you need to master is REM.

Next month I'll show you some of the really impressive things REM can do (*ah, leaving us on tenterhooks again – Ed*). But as a teaser, here's how you can make the whole, or part, of a line disappear, or make a line say something completely different to its actual function:

1) Type `10 POKE53280,0:REM` exactly as shown without any additional spaces – do not press the RETURN key yet.

2) Type in two quotation marks (hold down SHIFT and tap the number 2 key).

3) Now press the key marked INST/DEL to delete the last quotation mark you made.

4) Hold the SHIFT key down and tap INST/DEL 16 times. Not a lot should appear to happen, but it's vital you do it. Just trust me, I know what I'm doing, okay!

5) Now release the SHIFT key and tap INST/DEL another 16 times. This time you should see 16 reversed T's appearing.

6) Type the word PRINT and hit the RETURN key to enter the line.

7) LIST the program.

If you have done everything right, you should see `10 PRINT`. However, run the program. The border colour should change to black, despite the only line being `10 PRINT`. Eerie, isn't it?

Before I describe the more complicated things that you can do with REM, which will be next month, you need to understand why that works, so have a scan of what happens at each stage:

1) Here you're entering the line you need for the function you want carried out, then adding a REM statement at the end.

2) This line allows you to enter a quotation mark and still be able to delete.

3) What this does is leave one quotation mark which makes the computer goes into what is called 'quote mode' when the proggy is listed.

4) This inserts 16 spaces into the listing.

5) Next you fill the 16 spaces with 16 control codes for deleting. Up to this point, when you list the program it will list everything as required, but the delete codes will then delete it all again, back to the line number.

6) This gives the computer something to display on screen – it's just part of the REM statement and won't be carried out.

7) And now you discover whether you can follow a few simple instructions or not. (*Cheeky wotsit! – Ed.*)

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THE ULTIMATE SHOOT 'EM-UP

Blasters are often regarded as the ultimate computer games, so why are the majority of them so awful? Trenton Webb, a man not averse to the odd bit of ultra-violence, was sent to find out exactly what makes a killer shoot-'em-up.

Killing things for fun and profit! It's what shoot-'em-ups are all about. They've been around ever since home computers kicked off, so you would have thought that by now the softies had got the formula right. Unfortunately, this isn't the case – while there have been some landmark shoot-'em-ups, there have been some real dogs too, and we still see as many average blasters now as we did back in the early 80s.

Why? Well we didn't know, so we looked back at some blasts from the past to see what made the great games… er… great.

SHIP SHAPE

You see that cigar-shaped silver thing? That's you that is! Shoot-'em-ups need cool ships. It's absolutely essential. If you're supposed to be the last hope for mankind then you want to look good. Heroes need heroic craft, it's in the contract.

As the one constant sprite in the game, the player's ship (or boat, or car, or chopper or person, or whatever) needs a clear, crisp outline so that you can easily see where you are when the bullets start to fly – you don't want to waste valuable seconds trying to locate yourself on-screen. The collision detection needs to be perfect – or even slightly biased in your favour – if you're to survive those tight twists and turns so loved by level designers. But first and foremost your craft has to look good. If your ship shape sucks then your shoot-'em-up is shot.

DEAD MAN'S CURVE

There's nothing more irritating than getting wasted repeatedly on the same part of the same level. This is where a well-judged difficulty curve is vital. On a 'playable' game both the arcade ace and the bumbling beginner should be able to get well into it at the first few attempts. Then, as they learn more about the gameplay they should start to progress through the levels. Obviously, the beginner will take longer and not get as far as the expert, but both should still be able to battle their way ahead – if they play well.

You smell that? That's *SWIV* son! It smells… it smells of victory!

ENEMY MINE

Second only in importance to your transport are the folk you're going to be blowing away – the 'ems' you're 'shooting up'. Over the years virtually every flavour, shape, size and colour of monster has appeared, gamely flitting along just begging to be blasted. There are a few golden rules when it comes to these nasties:

1 Each different breed of monster must be easily identifiable.

2 Monsters' actions must be predictable, though perhaps not immediately.

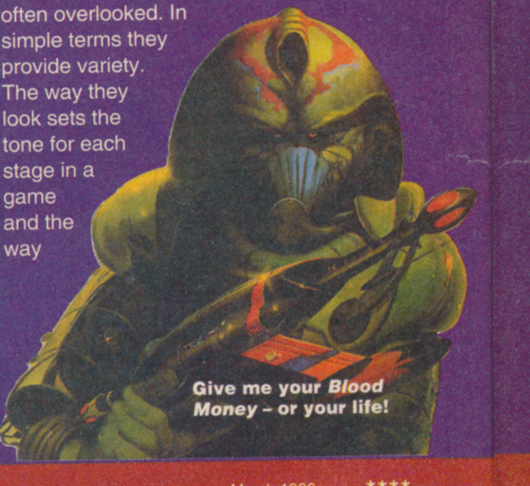
3 The monsters need to be dangerous.

These may seem like pretty obvious points, but so many shoot-'em-ups just don't live up to even these basic principles. As someone who's risking their silicon neck, you have the right to be able to identify any possible threats quickly and accurately so that you can react (in other words, start blasting) as soon as they appear.

There should also be a good mix of baddies, each with their own particular form of attack. *R-Type* gets the balance just right; you've got things that float and shoot, walkers, gun turrets, attack waves and stuff that sneaks up from behind. On the other hand the nasties in *R-Type* are all supposed to belong to the same race, the Bydo, and so they exhibit common traits. It's much more exciting facing an enemy that feels like a race which deserves extinction rather than a motleyhotch potch of aliens. Brilliant design and a bitch to beat.

ON THE LEVEL

Levels are now such an accepted concept that the logic behind them is often overlooked. In simple terms they provide variety. The way they look sets the tone for each stage in a game and the way



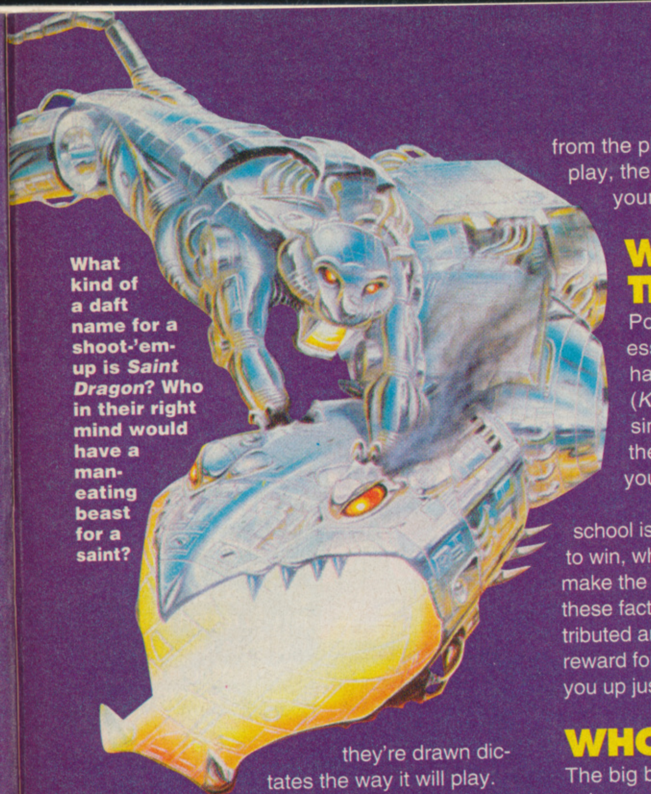
Give me your *Blood Money* – or your life!

WHAT DID YOU DO IN THE GREAT WAR…?

So what came first the *R-Type* or the *IO*? When was *Delta* released? Why is there a big list of shoot-'em-ups at the bottom of this feature? In answer to all these questions (and more) look no further than our exhaustive list of (almost) every shoot-'em-up ever on the C64. And we've also given every single one a Power Rating; Five Stars games are the ones you should have no excuse for not owning while there are no excuses at all for owning One Star.

Sheep in Space (left) and Catalypse (right) – which one's the Corker?

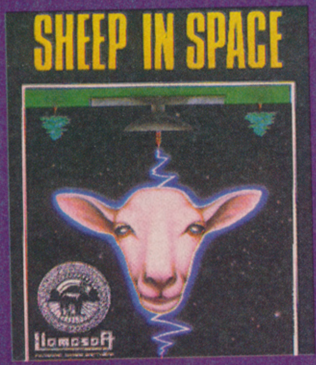
Neoclyps (PSS)	August 1984	★★★★★
Revenge of the Mutant Camels (Llamasoft)	October 1984	★★★★★
Sheep In Space (Llamasoft)	December 1984	★★★★
Skyline Attack (Century)	December 1984	★★★★
3D Scramble (Live Wire)	April 1985	★★★★★
AirWolf (Elite)	May 1985	★★★★
Dropzone (US Gold)	July 1985	★★★★
Shoot-'Em-Up (Alligata)	October 1985	★★
Z (Rino)	December 1985	★★
Uridium (Hewson)	March 1986	★★★★
Moon Shuttle (American)	July 1986	★
Green Beret (Imagine)	August 1986	★★★★★
Trap (Alligata)	September 1986	★★★
Warhawk (Firebird)	September 1986	★★★
Parallax (Ocean)	October 1986	★★★★★
Iridis Alpha (Llamasoft)	October 1986	★★★★★
Sanxion (Thalamus)	November 1986	★★★★
1942 (Elite)	January 1987	★★★★★
1943 (American Action)	February 1987	★
Lightforce (FTL)	February 1987	★★★★★
Nemesis (Konami)	May 1987	★★★★★
River Raid (Firebird)	June 1987	★★
Slap Fight (Imagine)	August 1987	★★★
Zynaps (Hewson)	September 1987	★★★★★
Revenge of the Mutant Camels II (MAD)	October 1987	★★★★★
Mega Apocalypse (Martech)	October 1987	★★★★★
Hunter's Moon (Thalamus)	February 1988	★★★



What kind of a daft name for a shoot-'em-up is *Saint Dragon*? Who in their right mind would have a man-eating beast for a saint?

they're drawn dictates the way it will play. Will it be a tight flight or an open gunfight? It's fundamentally important that each level offers something new.

Also, the physical design of a level can form part of the gameplay. In *Subterreana* the edges of the tunnels are fatal, forcing pilots to fly through ever-tighter gaps. *SWIV* doesn't offer deadly edges, but ground-level blockages can snag the jeep.



If you read the plot of a shoot-'em-up and it seems to make sense – then don't buy it!

LETHAL WEAPONS

What's the prime requisite of a shoot-'em-up? That you shoot of course. And to shoot you need a gun. Which brings us neatly around to the touchy subject of arms dealing. Computer gaming tradition states that although you're flying the 'experimental prototype' fitted with the 'latest weaponry' you always start off with a pea-shooter. This quite simply will not do!

What we really want to see is an impressive hail of white-hot laser death that cuts a swathe through hordes of attacking Zogs from the planet Spidron. So the better you play, the better-looking and more powerful your shooters should become.

WE'VE GOT THE POWER

Power-ups, or weapon upgrades, are essential. In some games they you have to pick 'em up to survive (*Katakis, R-Type)* while in others they simply make life easier and provide the graphic pay-off that helps to keep you blasting away (*Silkworm, Delta)*.

The down-side of the 'must-have' school is that you have to play a perfect game to win, while the bonus weapons system can make the firefight a bit-one sided. To balance these factors power-ups need to be well-distributed and placed for a purpose, either as a reward for topping some major beastie or to top you up just before you meet one.

WHO'S THE BOSS?

The big boys are vital to a good blast. Their sole purpose in life is to slow your progress, pose major probs and kill you. That's it. There's no messing, they just want you out the way. The harder they come the harder they fall, as Jimmy Cliff used to say, and you know, he was right! The ground rules for these babies are that:

1 They're reasonably killable – once you know how!

2 They flash when you hit them somewhere reasonably painful.

3 That they have to killed one bit at a time.

4 When they do croak they blow up in a big way!

Smash TV took all this into account and scored rather well in reviews as a result.

SOUND AS A POUND

All too often shoot-'em-ups ignore the sonics side of the game. A few plinks and a

Now That's What I Call Gameplay Vol 15!

Flying Shark (Firebird)	February 1988	***
Ikari Warriors (Elite)	February 1988	*****
Droid Dreams (Bug Byte)	March 1988	*
IO (Firebird)	March 1988	****
Side Arms (GO!)	March 1988	***
Zybex (Zeppelin)	March 1988	**
Bedlam (Go!)	May 1988	**
Cybernoid (Hewson)	May 1988	*****
Subterranea (Rack-It)	June 1988	****
Poltergeist (CodeMasters)	August 1988	***
Salamander (Imagine)	September 1988	*****
Katakis (Rainbow Arts)	October 1988	*****
Scorpius (Silverbird)	October 1988	***
Armalyte (Thalamus)	November 1988	*****
Cybernoid 2 (Hewson)	November 1988	*****
Slayer (Rack-It)	December 1988	*****
Menace (Psyclapse)	March 1989	**
R-Type (Electric Dreams)	March 1989	***
DNA Warrior (Artronics)	April 1989	****
Forgotten Worlds (US Gold)	May 1989	*****
Last Duel (US Gold(	May 1989	***
Silkworm (Storm)	May 1989	*****
Speedzone (Encore)	May 1989	*
Xenon (Melbourne House)	June 1989	**
HATE (Gremlin)	August 1989	*
Gemini Wing (Mastertronic)	September 1989	**
Mr Heli (Firebird)	October 1989	****
Action Fighter (Firebird)	December 1989	***

***Action Fighter* (left) and *IO* (right), two very different games – *IO*'s good, for one thing!**

LANDMARK SHOOT-'EM-UPS

In the beginning there was *Pong*, and people looked and saw that it was good – but it wasn't what you'd describe as thrilling. The people wanted more action, and so for their sins they got *Space Invaders*. They didn't exactly get much more action but they did get things to shoot, weird little noises and (eventually) a system of bonuses.

That was it. In biblical fashion *Invaders* begat *Galaxians* begat *Defender* begat *Nemesis* begat well, begat what we know today as the shoot-'em-up.

SPACE INVADERS PT 1 & 2: The first silicon killer. Part One introduced the world to the concept of electric genocide. Part Two bought us the first hidden bonus. All very static, all very slow, but the machine's still worth a blast – if you can find an original!

GALAXIANS: (aka virtually anything beginning with 'Gal'): This was *Space Invaders'* with action, with lights, with colour and with strange little blokes who fell off of the end of the line and swooped down to attack you.

PHOENIX: This baby shocked the world – and a fair smattering of arcade heads – when it featured the first ever end-of-level guardian. It could also claim the first Power Up with its shield. But as shields aren't very hard we'll ignore it.

XEVIOUS: "For the first time – without the aid of a safety net – we will have independently-scrolling levels. Notice the way the world slides beneath the ship, gasp at the smooth animation..." Get the picture?

DEFENDER: Made by the best of the best, Eugene Jarvis. This was a real killer development. Smart action, smart bombs, the rescue scenario and the speed of the thing! Not that he felt the need to stop there; he also wrote *Robotron 2084*, *Joust* and *Stargate*!

SCRAMBLE: A horizontal scroller. This set the tone for the left-to-right tradition still followed by shoot-'em-ups today. It also introduced the concept of deadly scenery.

ROBOTRON 2084: Played *Smash TV*? Then you've played this! Well, almost. Another Jarvis production, it used a stunning mix of two-joystick control and the overhead view. Fast, simple and vicious.

NEMESIS: This is THE game, the ONE that started it all. It established the blueprint for ALL shoot-outs that came afterwards. It had progressively difficult levels, a backdrop that scrolled, a different graphic theme for each level and collectable power-up weapons. It was the dog's, well, erm, bits.

R-TYPE: Although this has a heavy *Nemesis* flavour, it did introduce some new ideas. Firstly there was the rather neat pod, an out-rider that you could control, and then there was the entire level as one baddie kind of thang. All very scary.

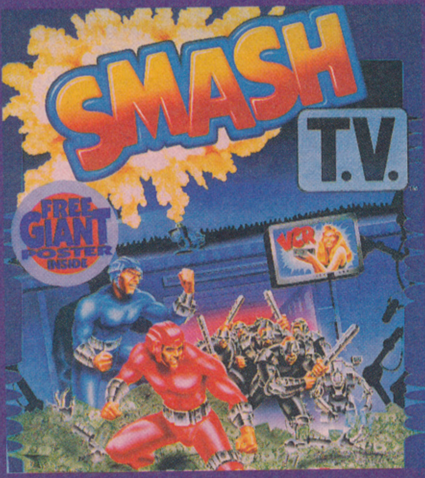
static SsssshhhKKK are all you get (*sounds like Alka Seltzer – Dave*). Yet properly used an audible warning or a decent explosive roar offers far better return for a minimal level of work on the coder's behalf. Even music can help if it varies and changes with the gameplay, or even just goes spookily silent when you hit the end-of-level meanie.

IT TAKES TWO

What could be more fun than laying waste to an alien world single-handed? Doing it in stereo! Simultaneous two-player stuff is the biz when it comes to slaughter-fests. Not only can you aid and support your pal by setting up vicious crossfire (eg, *Silkworm*, *Forgotten Worlds*) but also nick any bonuses that they liberate (*he does as well – Clur*).

WAVE VARIETY AND THE RANDOM FACTOR

No, they're not one of Dave's fave modern beat combo's but a vital part of a game's lastability. Did you ever play *Galaxians*? Boring, wasn't it? All the little devils ever did was peel off from the end of each wave and bomb you at the bottom of the screen. Great for 10 minutes but once you learned which way the next faller was coming from it offered no new surprises. This is the trap that many shoot-outs fell foul of in the early days. The same-style wave of same-style aliens would slip in time and time again so you knew where to hide and how kill them. The road to success, it seems, was a decent memory. If you knew the route then you could almost make it through without firing a shot. *R-Type* and *Dragon Breed* were guilty of this.



With a game like *Robotron 2084* for inspiration, *Smash TV* just couldn't fail!

It doesn't have to be this way, *Smash TV* proved that. Based on a Williams' arcade (that, in turn, was based on the Williams' arcade *Robotron 2084*) the enemies exhibit classic gameplay overtones. Here, rather than having a wave pattern, all the enemies have a logic or hunting pattern and your actions can attract them or cause a change in their behaviour. If you spy an original *Defender* machine, have a blast; every game is different because every time you play *you'll* do something different – no matter how small – which affects the behaviour of the enemies.

This variety, the surprise factor, helps keep the gameplay fresh. If every game is different, then it pulls you back for another game and then blows you away in a totally unexpected fashion.

THE SEVEN DEADLY SHOOT-'EM-UP SINS

Things that shoot-'em-ups definitely SHOULDN'T have...

1. An insanely tough first level.
2. Bosses that don't flash when you shoot them where it hurts.
3. The same graphics and threat on every level – yawn.
4. Infinite continues.
5. A convincing plot.
6. Enemies that appear from nowhere.
7. Enemies that look the same but do different things.
8. Dead ends.
9. Unreachable power-ups.
10. Ten things in a list of seven.

WHAT'S THE PLOT?

We've all played shoot-'em-ups which offer ship-loads of bangs and bullets but somehow remain breathtakingly boring. These can be perfectly well programmed – solid software that's only missing a little personality.

Shoot-outs need crazy plots, schemes so silly that you know you're in for a rip-snorting, no-holds barred blast, that's more interested in the fire-power than narrative accuracy – *Mutant Camels* anyone? If you ever read the side of a shoot-out box and the story makes sense, put it back and buy something silly; it'll probably be more fun!

Back when the music singles chart actually mattered, the recording industry buffs would describe the catchy bit of a tune as 'the hook'. In the games world this is called the Unique Selling Point (USP), the bit that makes it different. Shoot-outs desperately need a USP! There have been so many blasters over the years that any new shoot-'em-up must offer a new twist.

In *R-Type* they used the pod; in *SWIV* and *Silkworm* it was the jeep/chopper link-up; in *X-Out* you got to choose your own weapons; the list is endless (or at least reasonably lengthy).

RESTART POINTS

It's a sad fact of life that in shoot-'em-ups you get killed. Some games let you restart where you were killed and others whip you back a few screens to a restart point. Those that let you carry on, MUST make you invulnerable for a few seconds

Restart points can be a blessing or a curse. They're good news they take you back to a point before a useful power-up but bad if you have to keep playing the same stage time after time. Good re-start points should provide a safety net against slip-ups and be common enough to give you a sense of progress.

MAKING A SPECTACLE

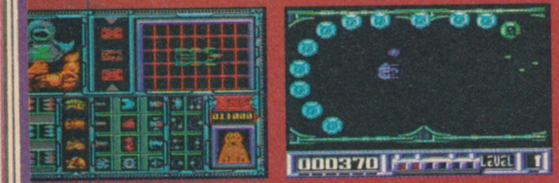
The shoot-'em-up, more than any other game form, relies on spectacle. High-speed action and huge explosions are what push the 'Wow-O-Meter' into the red. After this come big-sprites (okay, tech buffs, large groups of sprites that combine to form a single animated graphic) which are usually the end-of-level bad guys. Then, there's the weaponry and the backdrops, both of which should be as spectacular as possible. The more they make your jaw drop, the better the shoot-'em-up.

IN COLLISION

To bring all these disparate elements together would be a tough task (although *SWIV* comes close). But the essentials any shoot-'em-up should have are: a hyper-cool ship that looks good and flies well; themed aliens who do what you expect but not when you expect it; levels that not only vary the look of the game but the gameplay as well; hordes of weapons that can be powered up, improved and swapped; huge end-of-level bosses that are stunning to watch and tough to kill; a wow-factor that'll have you dragging your mum in to watch; smart sounds that add atmosphere and warn of dangers; two-player action; and enough random elements to keep you on your toes in a predictable kind of way.

Bung in a few minor things like good re-start points and a decent difficulty curve and you'll have yourself a winner. It's that easy! Uh, does anyone know how to program in machine code?

Dragon Spirit (Domark)	January 1990	*
Retrograde (Thalamus)	January 1990	*****
Insects in Space (Hewson)	March 1990	*****
P47 Thunderbolt (Firebird)	April 1990	**
X-Out (Rainbow Arts)	May 1990	***
Scramble Spirits (Grandslam)	June 1990	**
Blood Money (Psygnosis)	July 1990	*****
KGB SuperSpy (CodeMasters)	July 1990	***
Sonic Boom (Activision)	August 1990	**
Revolution (*CF* Power Pack)	October 1990	****
Midnight Resistance (Ocean)	November 1990	****
Wings Of Fury (Domark)	November 1990	***
Delta (Thalamus)	December 1990	***
Atomic Robokid (Activision)	December 1990	****
Dragon Breed (Activision)	February 1991	****
Narc (Ocean)	February 1991	***
UN Squadron (US Gold)	February 1991	***
ST Dragon (Storm)	March 1991	****
SWIV (Storm)	March 1991	*****
Hell Hole (CRL)	May 1991	***
Extreme (Digital Integration)	July 1991	**
MERCS (US Gold)	August 1991	***
Rubicon (21st Century)	October 1991	***
Smash TV (Ocean)	December 1991	*****
Super Space Invaders (Domark)	January 1992	*****
Catalypse (Genias)	April 1992	*****
Q10 Tankbuster (Zeppelin)	May 1992	***
Blue Baron (Zeppelin)	October 1992	***
Gladiators (Alternative)	March 1993	***



***X-Out* meets *Slayer*. Each has a different emphasis but the same blasting fun!**

Only wimps take the chopper when, in *SWIV*, you can take the much more dangerous Jeep!

Inspired by ARNIE 2, the CF crew clambered into their combat gear and headed for the infamous Wiltshire Jungle equipped with nothing but the khaki shirts on their backs, the Swiss army knives in their pockets, and a few essential items that they couldn't bear to leave behind.

POWERPLAY

TRENTON WEBB

There is one thing even our intrepid mission leader is a slave to – the telephone, the bane and joy of his life. His ear might as well be superglued to the hand piece. But it meant he could keep track of his stocks and shares.

OLLIE ALDERTON

Always on the lookout for talent for his five-a-side team, Ollie took along his trusty football in case he discovered a promising left-back among the local pot-bellied pygmies. "That's how Gazza was discovered, wasn't it?"

CLUR HODGSON

You might not want to get on the wrong side of Clur, but she's invaluable in a hostile land. Clur was the only one of us to bring a gun (or two!). And boy could she use them – most of the mosquitoes were limping when we left for home.

LISA KELLETT

Lisa had a major disaster before we even got there, breaking a nail getting into the mini bus. Her credit cards were small and useful (but only because she could use Trenton's phone to order those essential luxuries) and they didn't spoil the line of her combat jacket.

ROGER FRAMES

Roger didn't want to go. He was unsure about the prospect of going into the wilds with two girlies. But as we forced him along he made the best of a bad job and took a few anti-girly artefacts – rubber snakes, plastic spiders, etc – forgetting that there were going to be loads of the real things around to worry about.

DAVE GOLDER

Dave's not into violence, but he did threaten Clur with a french stick when she went for one of his bananas. When Dave got back there were still some marks round his left eye. He claimed it was the camouflage make-up. Clur just smirked.

ANDY ROBERTS

Ooops. We seem to have had a slight problem with the collision detection here. Andy wandered a bit too near a bush and PHUT! No more Andy! We had to leave him there, I'm afraid, because we didn't take the Action Replay cartridge with us. You'll have to take our word for it – he's in this bush somewhere

THE MIGHTY BRAIN

"The Predator had the right idea," reckons TMB. "A temperature-regulating suit, built-in lasers and a cosy ship to go back to for a nap." But he ended up as medium-rare alien steak. "Well, I'm not planning on picking on anything with bigger guns than mine."

Bits'n'Bobs

Okay, so *CF*'s review system isn't complicated. But, just for the record, here's how it works (in case you've suddenly lost your senses, or are in detention on the last Wednesday before a new copy of *CF* and you've read everything else in the old one).

We tell you exactly what we reckon are the good and bad points of each game. Easier than falling off a very slippy log.

CF RATINGS

POWER RATING
UPPERS
85
DOWNERS

Also dead simple are these box-type thingies. They're at the end of every review and show you at-a-glance what the most important positive and negative factors about the game are.

Next to it is a percentage rating mark. 90 per cent or more means that the game is officially a Corker, and we don't give that prize away to any old trash.

It's a Corker!

It also means that if you don't rush out down to your local software store and hand over your dosh immediately, all your friends will talk about you in the most uncomplimentary terms behind your back. Such is life.

GAME ICONS

Weird things these. We inherited them from editors past and we liked them so they stayed. Well, to tell the truth, we couldn't think of anything better. Any ideas?

FACE – Number of players. One face – one player; two faces – multi-player. See, easy peasy.

K **KEYBOARD/JOYSTICK** – Control mechanisms. Important to know if you don't have a joystick

MOUNTAINS – She'll be coming round the difficulty levels when she comes.

OCTOPUS – Eight-legged squidgy things with suckers signals a dreaded multiload.

GOALIE'S SHIRT – What do goalies do? Yep, a shirt means there's a save option.

BLOCKS – Not the blocks that baby's always stick in their mouths but an indication of a hi-score table ahoy.

PAWS – Pause mode. This just has to be the most awful pun in the universe.

This is the last we saw of ARNIE in the original game.

The jungle setting. The non-stop blood-fest action. The military hardware. The hero with the oddly-familiar name. It can be only one game – ARNIE! Wrong – it's ARNIE 2! Dave spots the differences.

ARNIE 2

When we last saw that Special Forces' one-man regiment known as ARNIE, he was being airlifted out of jungle-based military complex having successfully complete his mission to blow away everything in sight. Things obviously haven't been going quite so swimmingly in the meantime. *ARNIE 2* opens with our hero escaping from a military prison camp based deep within a jungle. And pretty soon he's blasting away at everything in sight. Here we go again.

Like most Hollywood blockbuster sequels *ARNIE 2* is pretty much a case of more of the same but with more of everything; more bullets, more bombs, more enemies, more missions (well, one), more action, more blisters on your thumb from yanking your joystick around like a madman for hours on end. But 'bigger' doesn't always mean 'better' (*says the man with the ever-expanding stomach – Ed*). Take a look at *Ghostbusters 2* and *Rambo 3*… er, actually, don't – just take my word for it. Then again, you get the occasional *Terminator 2* or *The Empire Strikes Back*. So, *ARNIE 2*: turkey or box office smash?

Right, so there are two missions this time, and the first is to get the hell out of a prison camp you've somehow wound up in. You've knocked out a guard (no doubt using the old tried and trusted, "Excuse me old chap, but did you realise your shoelace was undone?" routine) and swiped his pistol. It's not the most powerful of weapons, but, hey, you're a hero, so it'll do until you gun down someone who's got some heavier armament you can nick.

So off you trot, trying to avoid the guards and shooting at anything that moves (and a good few things that don't as well). The route out of the camp is a circuitous one, and you there are dangers around every barracks; helicopters, armoured cars, men in look-out towers lobbing grenades, hordes of *Beverly Hills 90210* fans who've mistaken you for Jason Priestly (they've been locked up for their own good) and mine fields.

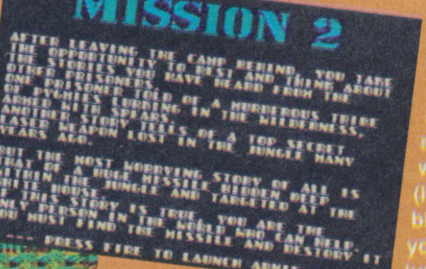
Once you've escaped from the camp it's on to the second mission. Somewhere in the jungle enemy forces have built a 'mass destruction weapon' which you have to locate and destroy. Between you and your objective are the usual hordes of enemy soldiers, plus some rather B-movie-style spear throwing pygmies. My advice? Blast the lot of 'em to kingdom come.

Mission Two is much bigger and much more hazardous. It's almost like the main course after Mission One's hors d'oeuvres. With paratroopers swooping in when you least expect them and soldiers in armoured boats taking pot shots in your direction you can never let your guard down for an moment. It's on this mission that *ARNIE 2* really takes off and proves to be a definite

Rescue the hostages and watch 'em do a jig like Bez from the Happy Mondays.

YOUR (SECOND) MISSION, SHOULD YOU CHOOSE TO ACCEPT IT...

To tell the truth missions in *ARNIE 2* aren't really missions. The first one is, basically, escape from a military prison camp, which is more a matter of self-evident self-preservation than a mission you need to be assigned. And the second… well you can read it yourself (it just over there to the left a bit). It doesn't exactly give you an objective, does it? It just seems to say, "Er… wander around a bit and see what you find." Ah well, it doesn't detract from the game at all. And just to whet your appetite, here's what the first bit of Mission Two looks like...



MISSION 2

```
AFTER LEAVING THE CAMP BEHIND, YOU TAKE
THE OPPORTUNITY TO REST AND THINK ABOUT
THE STORIES YOU HAVE HEARD FROM THE
OTHER PRISONERS.
ONE PRISONER TOLD OF A MURDEROUS TRIBE
OF PYGMIES LURKING IN THE WILDERNESS,
ARMED WITH SPEARS.
ANOTHER STORY TELLS OF A TOP SECRET
LASER WEAPON LOST IN THE JUNGLE MANY
YEARS AGO.

BUT THE MOST WORRYING STORY OF ALL IS
THAT OF A HUGE MISSILE HIDDEN DEEP
WITHIN THE JUNGLE AND TARGETED AT THE
WHITE HOUSE.
IF THIS STORY IS TRUE, YOU ARE THE
ONLY PERSON IN THE WORLD WHO CAN HELP.
YOU MUST FIND THE MISSILE AND DESTORY IT

  --- PRESS FIRE TO LAUNCH ARNIE ---
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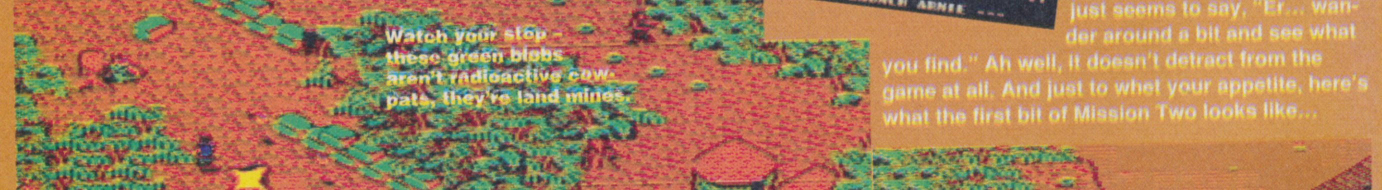


Watch your step – these green blobs aren't radioactive cow-pats, they're land mines.

I think we've found the pygmies.

That's all the help we're giving you. Your on your own from here on in.

progression over the first games and not just a rehash with a few minor cosmetic changes.

Refinements to this sequel include being able to choose which weapons you want to use and when you want to use them. In the original game, if you picked up a new weapon you automatically switched to firing with that one until it had run out of ammo at which point it was discarded. In *ARNIE 2*, however, you can swipe up to four extra weapons off the enemy and carry them around (and it doesn't even slow you down). When you want to use one them you select it using the space bar. This means you can save your heavier weaponry for when the need arises (ie, a dirty great tank appears in your path).

In fact, it's quite possible to complete the first mission without using any of the heavier weapons, because *ARNIE 2* is more of an avoid-'em-up than a shoot-'em-up. If you want to complete both missions it's better to avoid danger where you can and blast only when you have to. The only drawback with this plan is that it's not obvious which soldiers are going to leave weapons behind when you blast them, so, at least for your first few goes on *ARNIE 2*, you're going to indulge in some exploratory massacre.

The mechanics of the thing are prone to the jitters in places; sprites vanish like they've just picked up an invisibility bonus, helicopter fire lashes across the screen a few seconds after the helicopter has flown by, that sort of thing. But none of this hinders the gameplay – it's just a tad irritating. And the collision detection hasn't improved – make sure that you give EVERYTHING a wide berth.

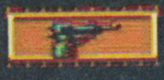
So is *ARNIE 2* better than it's predecessor? Yes… just. It's not devastatingly different, but has enough of its own personality to make it worth buying even if you've got the original, and has that same, 'just one more go' addictiveness. It's not quite up to Corker standards, but it's as near to it as the Bills were to winning when Scott Norwood missed that field goal.

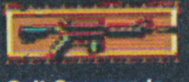
DAVE

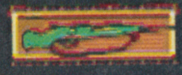
SHOOTING GALLERY

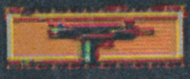
ARNIE starts the mission by knocking out a guard and nicking his pistol. But to survive the dangers that lie ahead he's going to need a more powerful armoury. And it just so happens that some of the soldiers ARNIE kills drop their weapons. And what else can an escaping hero do except pick them up and make use of them? He won't start blasting away with them automatically – instead you have to choose which one you want by pressing the Space bar. The guard's pistol has unlimited ammo but the others haven't so if they run out, or ARNIE gets killed, then he goes back to using the pistol. The moral of this story is don't waste your heavy weapons unless you really have to.

By the way, apart from the four guns pictured here, there's also a 'Secret Weapon' to find in Mission Two, and we don't want to spoil the surprise for you (*in other words, Dave hasn't made it that far yet – Ed*).

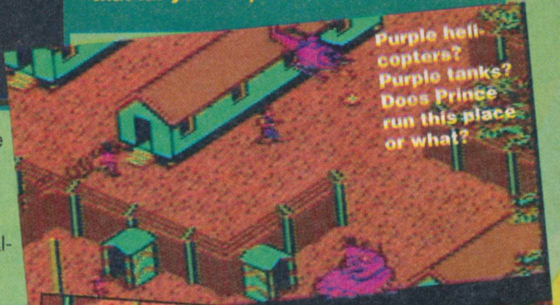

Guard's pistol.

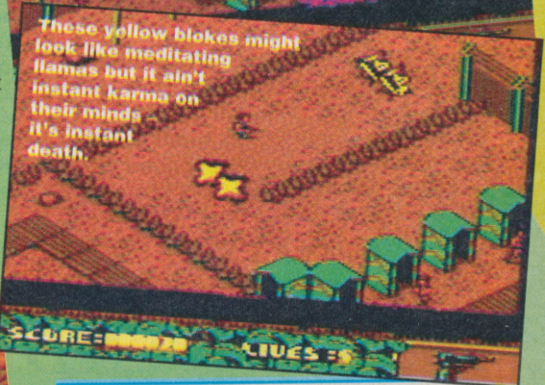

Colt Commando.

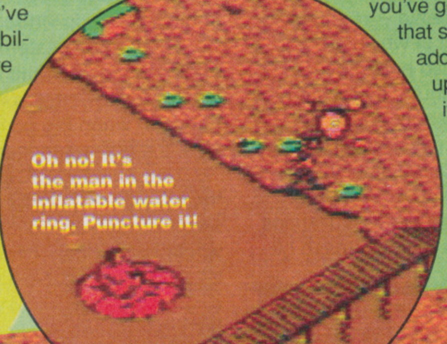

M1 rifle.

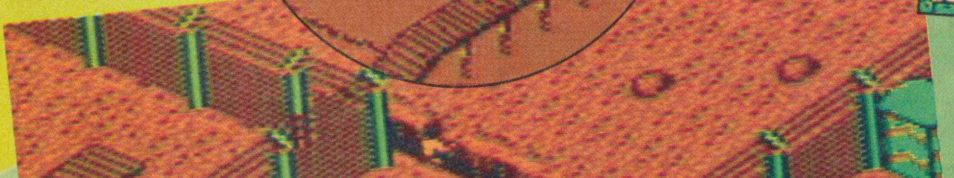

UZI light machine gun.

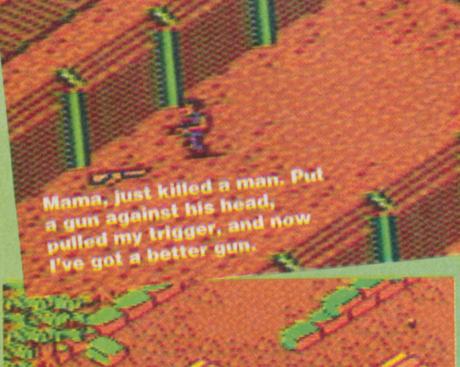
Special secret weapon –what is it? Ah, now that would be telling.

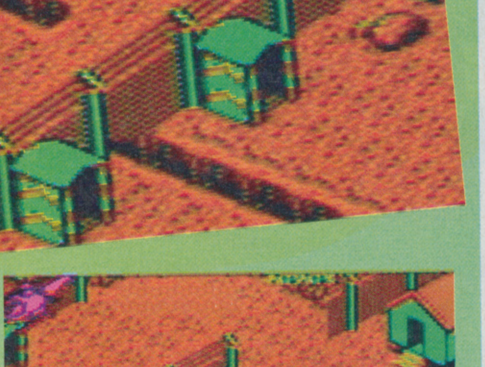

Purple helicopters? Purple tanks? Does Prince run this place or what?


These yellow blokes might look like meditating llamas but it ain't instant karma on their minds – it's instant death.


Oh no! It's the man in the inflatable water ring. Puncture it!


Mama, just killed a man. Put a gun against his head, pulled my trigger, and now I've got a better gun.


No-one expect the Spanish paratroopers.


Er, am I going the right way for the exit?

ARNIE 2

ZEPPELIN ☎ 091 385 7755 ● CASSETTE ● £3.99 ● OUT NOW

POWER RATING

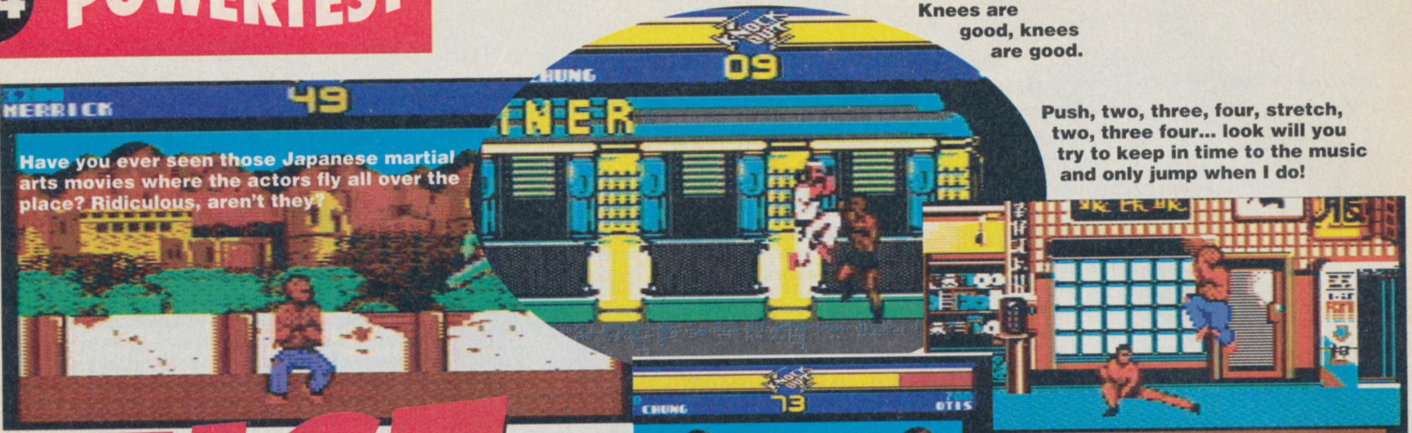
100
90
89
70
60
50
40
30
20

UPPERS

- Two huge levels.
- The action never lets up for moment.
- Straightforward but engrossing gameplay.
- There's a surprise around every corner.

- There are a few minor graphical glitches.
- The collision detection is a bit ropey.

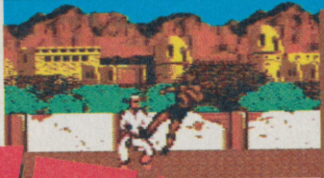
DOWNERS



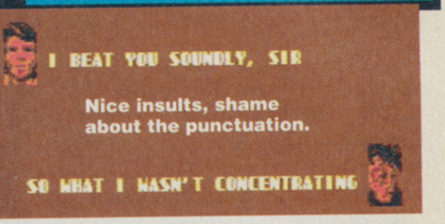
Knees are good, knees are good.

Push, two, three, four, stretch, two, three four... look will you try to keep in time to the music and only jump when I do!

Have you ever seen those Japanese martial arts movies where the actors fly all over the place? Ridiculous, aren't they?



Proudly Lee Chung displayed his groin balancing prowess.



I BEAT YOU SOUNDLY, SIR

SO WHAT I WASN'T CONCENTRATING

Nice insults, shame about the punctuation.

FIST FIGHTER

Some do it standing up, some do it pirouetting and some even do it on their heads. But you have to admit that if you're going to hit someone, the natural way to do it is to clench your fist and blat 'em.

The odd thing about *Fist Fighter*, then, is that there's only one character who can do any serious damage with his fists. The other four fighters rely on odd tactics to beat their opponents to pulp. There's Gino, who simply draws a knife on his foes (*that hardly seems very sporting – Ed*) and a chap with special psychic powers that could knock out a bad-tempered bull at full 20 paces.

Each fighter has 11 moves that he (wot no shes?) can perform in battle – 10 attacking and one defensive – all of which are joystick controlled. They also each have another, extra special, attribute: their biting wit. After every bout, they shout abuse at each other, supposedly to psyche them up for the next battle. But some of the spiel they spout is seriously amusing.

Some people might note a few similarities between *Fist Fighter* and a certain smash hit game that's been number one in the charts recently. I certainly did. *Fist Fighter*, at just under four quid, wins the price war if you just feel the need for any old beat-'em-up to bash around. But on most other points it takes a pasting. The sprite graphics are comparable to those in '*the other game*', but you've really got to concentrate to see what's happening against the fuzzy backgrounds. Most of the back drops are brown and so are most of the fighters – Otis is virtually invisible in Egypt.

The control system is a pretty hit or miss affair. A lot of the time it's tough to get the player to do what you want; on the other hand, on when the controls are being responsive, the action tends to become sluggish.

There are five difficulty levels but only three locations and not as many combatants as other beat-'em-up's around. But on the whole, as a cheaper version of you know what, it's a bit of a barg. So if you can't wait a year for *that game* to come out on budget, this'll fill the gap.

CLUR

MEET THE MEN BEHIND THE FISTS

NAME: Jay-Cee
AGE: 25
OCCUPATION: Tour guide
NATIONALITY: British
HEIGHT: 6ft 0in
WEIGHT: 69kg
SPECIAL MOVE: Skittle roll

NAME: Otis
AGE: 32
OCCUPATION: Unemployed
NATIONALITY: American
HEIGHT: 6ft 1in
WEIGHT: 76kg
SPECIAL MOVE: Super punch

NAME: Merrick
AGE: 28
OCCUPATION: Nursery attendant
NATIONALITY: Brazilian
HEIGHT: 6ft 7in
WEIGHT: 120kg
SPECIAL MOVE: Psychic blast

NAME: Lee-Chung
AGE: 21
OCCUPATION: Karate instructor
NATIONALITY: Nepalese
HEIGHT: 5ft 10in
WEIGHT: 60kg
SPECIAL MOVE: Whirlwind Kick

NAME: Gino
AGE: 19
OCCUPATION: Pizza dude
NATIONALITY: Sicilian
HEIGHT: 6ft 3in
WEIGHT: 63kg
SPECIAL MOVE: Knife throw

FIST FIGHTER
ZEPPELIN ☎ 091 385 7755
CASSETTE ● £3.99 ● OUT NOW

POWER RATING

100
90
80
75
60
50
40
30
20

UPPERS

- Budget price clone of a famous beat-'em-up.
- The slanging matches are a good laugh.
- Loads of possible moves to try out.

- Poorly designed backgrounds.
- Sluggish controls
- Only five fighters.

DOWNERS

INTERNATIONAL TRUCK RACING

Does your body quiver at the thought of trashing trucks? Do you dream of artics? Are four wheels just not enough rubber to burn? If yes is the answer to any of the above questions then (*…you should take off your anorak and do something more interesting instead? – Ed*) *International Truck Racing* just might be the game for you.

I say 'might', because only the most avid truck fanatic – the truckie equivalent to the kind of Trekkie who'd buy Mr Spock flavoured ice lollies then keep them in the freezer as memorabilia – would find this game fun.

ITR is an overhead truck racing game. The only difference between it and an overhead car racing game is the speed and size of the sprites and the responsiveness of the controls. *ITR* is so slow you could save up enough of your pocket money and buy a real truck in the time it takes to complete a lap, and the steering is so soggy that even a Vileda Super Mop™ would run away in tears.

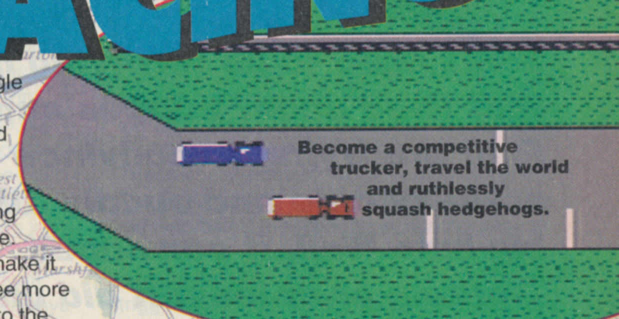
Graphically there's nothing to go, "Cor, look at the wheel arches on that!" about. The trucks are made up of a square and a rectangle in the appropriate colour while the tracks are bluey-grey strips surrounded by green bits. The tracks are dead twisty and cutting a corner more than just a tad will result in your lap not being clocked up when you pass the start line.

You need to complete five laps to make it to the next round, where you'll race three more trucks – which look deceptively similar to the last three – around a slightly bendier track. Whether you come first or last you'll get through to the next round. The only way you'll get knocked out of the league is if you manage to destroy your vehicle by piling into the barriers or getting shunted by your opponents.

Alongside the damage meter there's a fuel gauge; if this gets to zero then you don't actually come to a grinding halt but you slow to such a crawl you'll be lapped twice before you can get to the pits. Parking in the pits refuels and repairs your truck, but this takes time and the super speedy computer-controlled trucks will probably lap you yet again.

At the end of every track you are given options to buy extra goodies such as better brakes, better acceleration or a bigger fuel tank. Every race you compete in gives you a little more cash but the big money is reserved for the winners. So until you win, you can't buy better stuff and until you buy better stuff, you can't win. You're trapped in a vicious circle from which you can never escape – until you get bored, that is, and whip the game out of your datasette and use the tape to decorate the inside of your dustbin.

CLUR



Become a competitive trucker, travel the world and ruthlessly squash hedgehogs.

INTERNATIONAL TRUCK RACING

ZEPPELIN ☎ 091 385 7755

CASSETTE ● £3.99 ● OUT NOW

POWER RATING

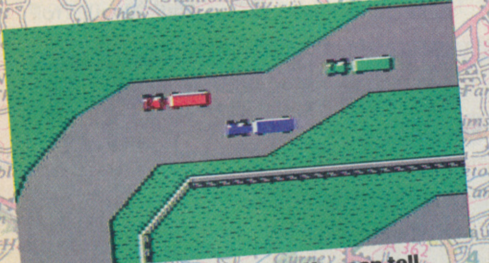
100
90
80
70
60
50
45
30
20

UPPERS

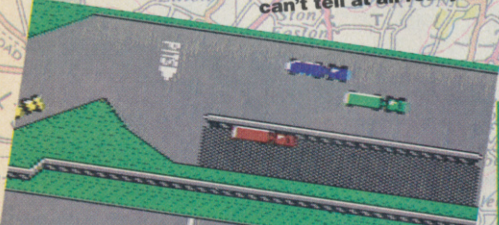
- It's a great game for truck spotters.
- You can upgrade your truck after every race.

- It's slow; you'd be better off with a pet snail.
- The computer trucks gang up on you.
- About as exciting as being on the M25 in the rush hour.

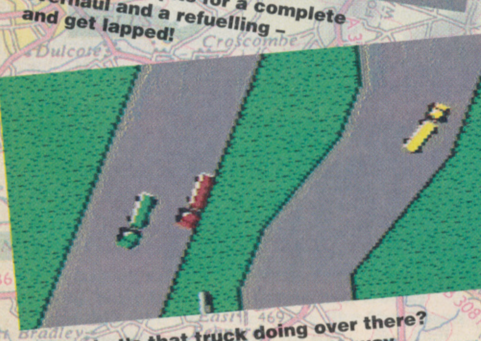
DOWNERS



And this is the US of A. You can tell easily by, er, the, er... no you can't tell at all really.

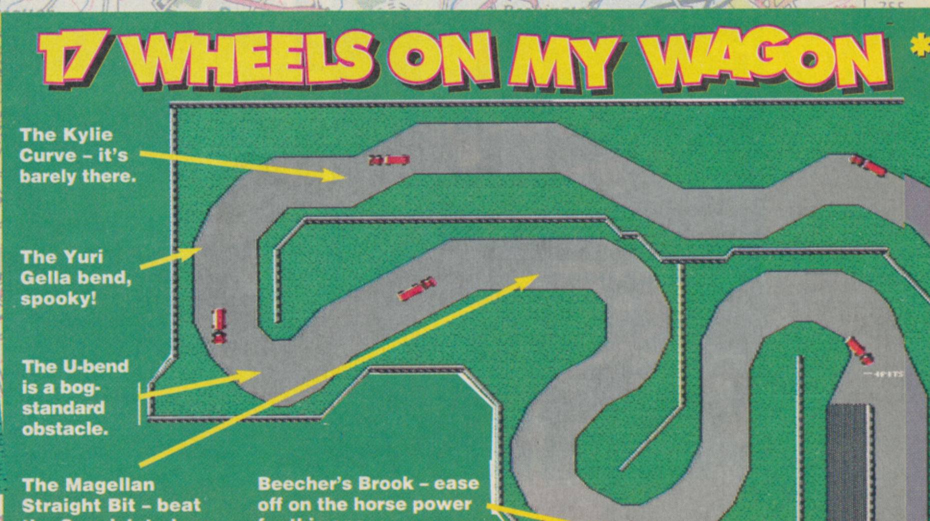


Pull in to the pits for a complete overhaul and a refuelling – and get lapped!



Now, what's that truck doing over there? He's going completely the wrong way.

17 WHEELS ON MY WAGON *



The Kylie Curve – it's barely there.

The Yuri Gella bend, spooky!

The U-bend is a bog-standard obstacle.

The Magellan Straight Bit – beat the Spanish to here.

Beecher's Brook – ease off on the horse power for this one.

* Well, it *is* Clur driving.

TROLLS

Trolls used to be terrifying monsters that lived under bridges and ate babies. Now Flair are trying to convince us that Trolls are actually cute and cuddly folk with big hair. Well, it convinced Trenton, or at least it did until the gameplay started bite!

Dig that blue rinse, man!

Plastic Trolls are making a comeback – in a big way. They first invaded these shores way back in the 70s, and once again they're sweeping the country, this time armed with even more more powerfully sickening 'cute' appeal than ever before. Each week new models of the dratted things are unleashed – surgeons, skateboarders and even, would you believe, street fighters!? So why am I being so negative? Because these supposedly 'soft' folk are the stars of a game that has me totally beaten, that's why!

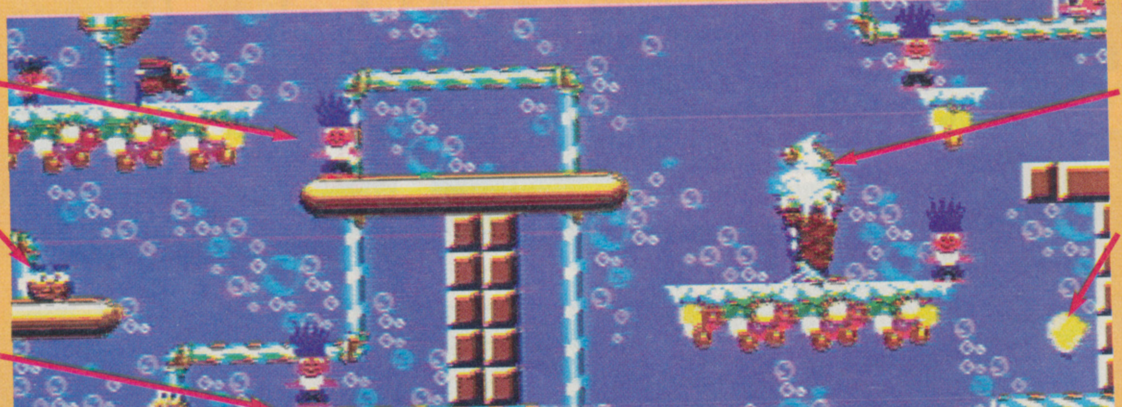
Why do people think that Trolls are cute, anyway? It beats me. Folklore says that they're all warty, come from the less interesting parts of Scandanavia, run illegal toll-road rackets and habitually deny goats their constitutional rights. So I suppose it's hardly surprising that the game with their name is pretty evil.

Trolls is a find-'em-up set in a platform-maze. Hidden within a twisted system of walkways and walls are: a) baby trolls who need rescuing and b) the exit, which rescues you. Your mission is to visit each level of each world, bag a few babies and then high-tail it away. It may not be much as plots go, but what do you want from your plastic toys – grand opera? (*Uh, yes! – TMB*)

Right from the start, from the first step on Level One, World One, it's painfully clear that beating this game is going to be a struggle. The baddies hide in places where it's all but impossible to 'butt' them (in classic console style you kill your enemies by landing on them with your bum) but they're always surrounded by enough bonus balloons to make the risk worthwhile.

Leaping around the various worlds takes some getting used to. For starters your Troll

TAKING A TROLL ROUND WORLD ONE, LEVEL TWO



Ol' Blue Hair is back. Your troll is suitably tackily dressed.

A killer Christmas pud – he's a bouncy killer so take care!

Watch your braking distance, these floors are slippery!

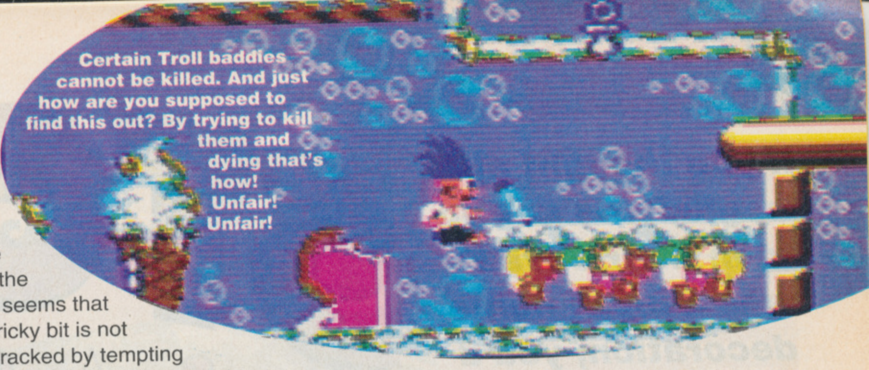
These boys are your ticket outta here, mate! Rescue all of the baby Trolls for maximum points, or just a few of them if you want to escape quickly!

How sickly sweet? Chocolate, ices and lemonade. This level's Instant tooth-rot!

These balloons contain bonuses. I don't know why, I don't know how, I just know they do, ok?

A killer rabbit, big floppy ears and all! Jump on his head and 'butt' him to death!

This way! If you want out of World One, Level Two, go THIS way!



Certain Troll baddies cannot be killed. And just how are you supposed to find this out? By trying to kill them and dying that's how! Unfair! Unfair!

can leap very tall things in single bounds. As skills go, this should be useful, helping you to reach that lofty perch where Mr Bonus invariably resides, but this is rarely the case. As your Troll bounces, you see, he can pass through higher platforms, which is fine and dandy if there are no monsters stood on them, but totally life-threatening if there are.

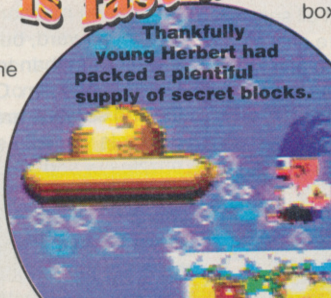
More strange (and I mean that in the nicest possible way) is he way that your Troll can be twisted and turned in mid-air. Sure, controllable jumps are nothing new in the world of C64 gaming, but the limits that *Trolls* takes it to are extreme. With a huge jump height and a high hang time you can work your blue-haired boy into almost any nook or cranny – you have to, because this attribute has been mercilessly exploited by the game's designers.

You can take all the time in the world to reach the end of each level, but *Trolls* makes it difficult to be careful. The pace of the jumps and the speed of the monsters make nimble joystick work essential, while the claustrophobic nature of each level means that you're barely out of one frying pan before you run into another fire.

Trolls at its best is fast and frantic. The blue-one 'nings around the screen like good 'un, the monsters appear at just the wrong moment and the bonuses are tantalisingly out of reach. Getting to the exit flag once you've worked out the route never seems that tough; the tricky bit is not being side-tracked by tempting bonuses, trying to save an extra baby or attempting to get to the end that little bit faster. These things will lead you astray; it's their job and they do it darned well!

Trolls at its best is fast and frantic.

Trolls isn't always fair. In fact, at times it seems like an outright cheat. Monsters blip in and out of existence, they always get the benefit of collision doubt and the postbox screen hides many dangers from view. This is infuriating in the short term and downright maddening in the medium term, but the game's always strong enough to eventually drag you back.



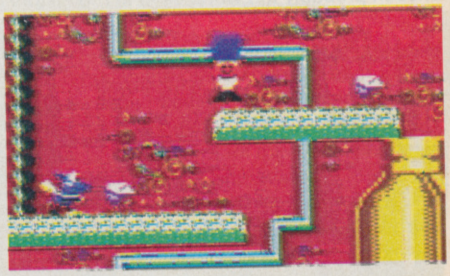
Thankfully young Herbert had packed a plentiful supply of secret blocks.

It's often claimed that the quality of a game can be judged by the quality of it's graphics. Normally, I'd respond, "huge steaming piles of male cow droppings!" (or something similar) to such complete nonsense but for once, in the case of *Trolls*, it's true! The graphics are good and so's the game. The whole thing is vomitfyingly cute: 'Candyland', 'Fableland' and the 'Cherry Soda Sea' – need I say more? Yet Flair have filled each of these worlds with wildly whacked-out characters that are fun to watch but tough to beat.

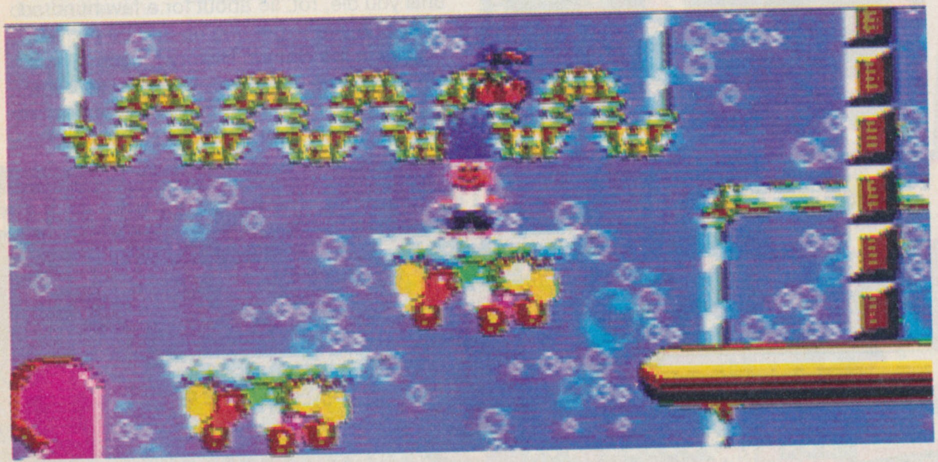
If a new range of baddies for each world wasn't enough, both Fableland and the Cherry Soda Sea also add little gameplay tweaks of their own. Fableland hangs fatally in mid-air and swimming in the Cherry Soda Sea totally changes your jump dynamics. These changes keep *Trolls*' gameplay varied.

Trolls is good. It's fast, the characters are enjoyable and the game itself is solid enough to keep you waggling for hours. It's not the biggest game in history, and fast-fingered trigger-fiends will swiftly finish it. But even when you've saved enough babies to become a real Troll (it's that plot again!) there will still be bonuses you know you missed, kid-trolls that haven't been rescued and levels that can be finished quicker. And when you've done all that you'll still want to another go – because you think you're hard enough!

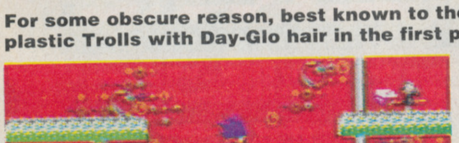
TRENTON



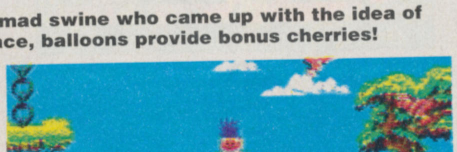
Welcome to the Cream Soda Sea. Did you know that If you hold a sea shell to your ear, you can here the soda rotting your teeth?



For some obscure reason, best known to the mad swine who came up with the idea of plastic Trolls with Day-Glo hair in the first place, balloons provide bonus cherries!



The Cream Soda Sea is a strange and deadly place. Here lurk killer fishes and weirdy penguins who look uncannily like the Count from *Sesame Street*. Ha, ha ha!



"In Fableland I'll make my stand and die for Fables!" So that's where Elvis got to! (*And I thought he was one of the players in World Championship Squash – Clur*).

TROLLS

FLAIR ☎ 0661 860260 • CASS £10.99 • DISK £15.99 • OUT NOW

POWER RATING

88

UPPERS

- Brilliantly daft sprites.
- Wonderfully controllable jumps.
- Well tough-out levels with loads of nasty bits.
- It's got a frantic pace piles on the pressure.
- Each world has a different feel.

- No extra lives or energy.
- Not that big, just tough.

DOWNERS

STONE A

If you thought all troglodytes got up to in their caves was a bit of home decoration, you'd be wrong. In fact, they were inventing the world's first home security system. Dave puts on his leopard skin and does some prehistoric potholing.

Strictly speaking *Stone Age* shouldn't really be called *Stone Age*. Basically, there weren't any dinosaurs around in the Stone Age, but there is one in *Stone Age*. I suppose *Silurian Age* hasn't quite got the right ring to it and *Jurassic Age* might have seen Grandslam receiving a letter from the lawyers of one Mr S Spielberg esq. So *Stone Age* it is and *Stone Age* it'll stay. (By the way did I mention I'm being sponsored to say 'Stone Age' as many times as possible?)

Anyway, this dino has crawled into a cave looking for some tasty morsels. Only he's chosen probably the worst cave in the history of history. The occupiers obviously weren't keen on ending up as humanburgers and have turned their home into a catacomb the likes of which wouldn't be seen again until Theseus unravelled that oversized jumper his nan had knitted him for Zeus-day and ventured forth to skewer the Minotaur.

Stone Age (that's another 20p) is a massive 100-level puzzle game. On each level you have to guide the dino from his starting block to an exit. This is no simple matter, because those pesky cave dwellers have left all sorts of puzzles to solve. Basically, there are only a few rocks the dino can stand on, and and he can't leap across the gaps inbetween. Instead he has to make use of moving blocks.

Some of these move in four directions (up, down, left and right), some just two and others just one. Some other rocks crumble to dust when the dino steps off them and there are some *Star Trek*-style transporter blocks too (these stone age peeps were pretty advanced for their time).

Quick! We're going to miss the auditions for Jurassic Park...

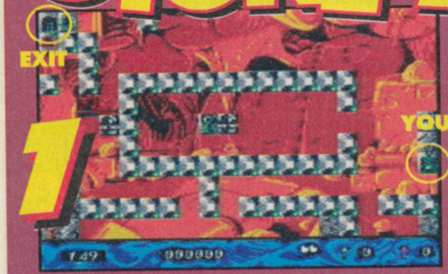
And that's about it. Sounds simple doesn't it? It isn't. Well, not after the first couple of levels, anyway. Like all the best puzzle games the mechanics of the thing are pretty straightforward, but loads of the levels are trickier than than trying to explain the plot of a David Lynch film. Often the most innocuous-looking screens are the worst, and *Stone Age* presents you with some devilishly ingenious puzzles to sort out.

Each level in *Stone Age* (*hang on, these mentions are getting a bit gratuitous – Ed*) has a time limit, and a few are extremely tight. On the other hand if you get a good few minutes for a level you know it's going to be a headache to work out.

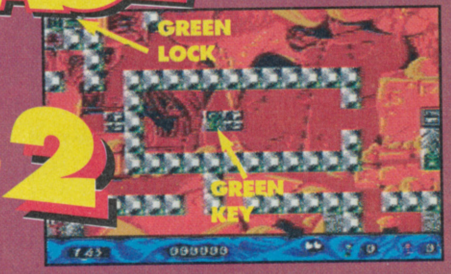
You get four lives, except they're not called lives. For a change it's your candles have to keep hold of. Fail to complete a level and a puff of wind plunges you into darkness. Lose all five of your candles you'll be doomed to wandering around in the pitch blackness until you die, rot, lie about for a few hundred thousand years, get dug up and be put on display in the Natural History Museum.

Apart from the impressive intro screens the graphics are a bit primitive but perfectly functional and clear. *Stone*… (*oi! – Ed*) er,

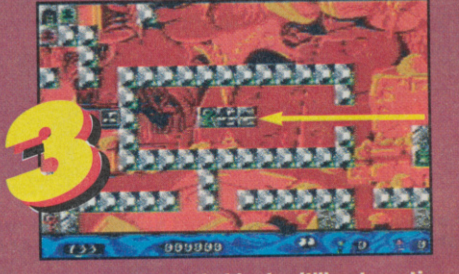
STONE AGE - THE COMPLETE SOLUTION (TO



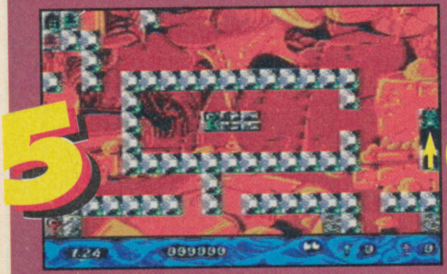
Righto – this is how the level looks when it first blips up on to your screen.



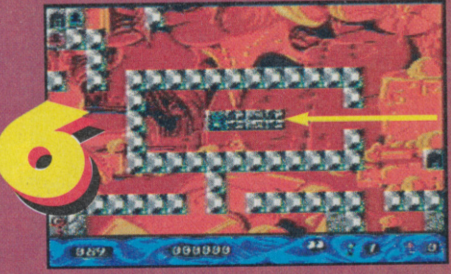
First we need to get one of the keys. Let's go for the green one, shall we?



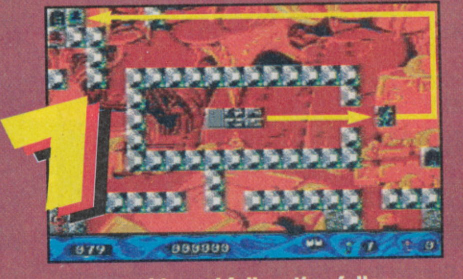
Move the left-only block – it'll automatically move until it hits something.



Move ol' Dino up on to the four-way block. The one between will crumble.



Take Dino on a ride inside the rock wall to collect the green key.



Back outside and follow the, follow the, follow the, yellow brick arrow.

AGE

SO, WHO CARES ABOUT HISTORICAL ACCURACY?

So what if there weren't really any dinosaurs wandering around in the Stone Age? Historical accuracy has never been the most important factor when it comes to writing a cracking game. Or a cracking film, book or TV programme for that matter.

Ugh! (Playbyte) – Yeah, like there were really helicopters around in the Stone Age. Leo Da Vinci just happened to discover some cave paintings and nicked the idea, I suppose?

Chuck Rock (Core Design) – Somehow Chuck developed a dead impressive beer-gut some few thousand centuries before brewing had even been invented, let alone the concept of escaping your from your wife by going down the pub (where you get beer guts).

One Million Years BC (Hammer, 1966) – Never mind the fact that in this film humans have pitched battles with dinosaurs even though the two species never co-habited the planet, the real question is just where did Raquel Welsh get her teeth capped?

2001 – A Space Odyssey (MGM, 1968) – So mankind was given a bit of help along his evolutionary path by a rather large minimalist stereo stack system, was it?

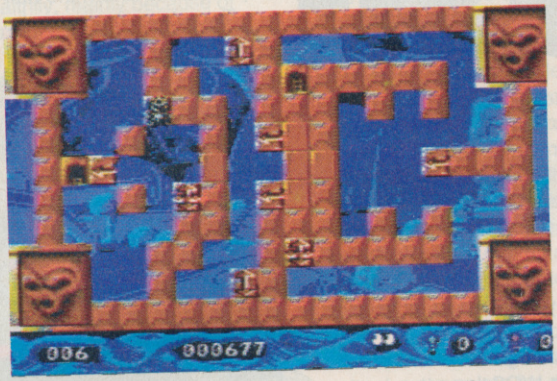
The Land That Time Forgot (Amicus, 1974) – Er, what?

The Land Before Time (Don Bluth/Spielberg 1989) – well, basically, dinosaurs didn't talk, did they? (*How do you know?* – Ed.)

The Flintsones (Hannah Barbera) – This had the lot, didn't it? Cars, factories, men and dinosaurs hanging around the same bars, even space rockets. Is this really what we should be teaching our kids?

the whole thing is joystick controlled. You select the blocks you want to move by positioning a box cursor over them and then pressing Fire. It's generally a sound system but, unless you're careful you can move your Dino by mistake which isn't normally fatal, but can be if he's standing next to one of those blocks that crumble to dust at the time.

There's a password system so that you don't have to play any levels you've already solved each time you load the *Stone Age* (*I'm warning you! – Ed*). You're awarded points for completing levels, but this is a pretty superfluous feature. The main challenge is working the levels out – once you've done that I can't imagine anyone wanting to replay them time and time again to try and improve their score.



Level 25 is one of those deceptive ones that look easy but soon have you trapped up the creek without a block.

It has to be admitted, *Stone Age* (*for crying out loud – Ed*) is not the most original game ever – it's very similar to *The Power* and also doffs its titfer in the direction of *Bombuzul*. But then, there are loads of shoot-'em-ups that are all basically the same concept with interchangeable graphics.

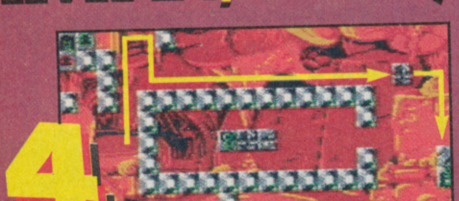
Stone Age (*okay, I suppose this is the summing up paragraph – I'll let you get away with that one – Ed*) is an engrossing game packed with some intriguing puzzles, but it's probably not something you'll want to play for hours on end; it's more the sort of thing that you load up when you've got the odd spare half hour or so to fill up. Basically, if you like puzzle games then you'll get your money's worth out of *Stone Age*. (*By the way, Dave. This charity you're collecting for. It wouldn't happen to involve finding a refuge for homeless food in your stomach, would it? – Ed.*) Er, might be.

DAVE

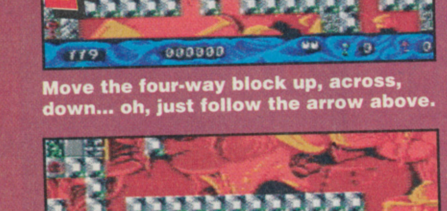
It's dead simple – it's level one.

Some of the levels, like 23, are pretty simple but have tight time limits.

LEVEL 24, THAT IS)



Move the four-way block up, across, down... oh, just follow the arrow above.



And that's it! Dino can now get past the lock and wander off to the next cave.

This game would be a lot easier if your Dino could jump. Perhaps he should go on a diet.

STONE AGE

GRANDSLAM ☎ 081 680 7044
PRICE TBA ● RELEASED SUMMER '93

POWER RATING

100
90
80
79
60
50
40
30
20

UPPERS

- 100, count 'em, 100 ingenious levels.
- The controls are dead easy to master.
- Some of the levels are brilliantly tricky.

- Not exactly bursting with originality.
- The graphics are pretty basic.

DOWNERS

WORLD CHAMPIONSHIP SQUASH

It's strange how the only people you ever see playing squash are either fat businessmen who are trying to impress their clients or bronzed muscle-men who look as if they've spent all night in the gym. You never see the inbetweenies, the still-got-a-pot-belly-but-not- quite-out-of-breath people. There have to be squash players who exist in a transitional stage between wobbly fat and rippling muscles. But where are they? It's one of life's great mysteries.

The characters in *World Championship Squash* are a real hotch potch, it has to be admitted. I don't know about you but I never heard of Elvis doing anything more energetic than a bit of hip gyrating. But here the King is, in the flesh, playing squash against the likes of Barry and Lionel (*not Blair! Please don't let it be Lionel Blair! – Ed*). There's someone called Jason in there too, looking very blond and maybe a little Australian?

You can play squash against all these players and more if you choose to play a tournament. Or you could just take pot luck and play a single game against any one of the eight opponents. A game can last for one, three or five minutes – you decide.

You watch the action from where the viewing gallery would be on a real squash court (unlike in *Jahangir Khan's Squash* where the viewpoint is from the bottom right). Unfortunately, this makes it virtually impossible to judge where the ball is vertically – it looks like it's travelling around the court in two dimensions only, and the shadow it casts is no help. Even worse, if your opponent is standing in the way, then that obscures the ball completely.

There are five ways to hit the ball. Press Fire for a standard hit; Fire and Up makes your player do a high smash; Fire and Down makes him reach for the dirt. You can also put spin on the ball by tugging your joystick Left and Right while pressing Fire.

As in many Zeppelin games there are loads of options. With *WCS* there is a particularly useless one: Attend Competition. Choose this and if you play a tournament you get to sit through all the other games you don't even play in. It's so soporific it should be certified as a strong sedative and only be available through your GP.

But watching a game is only slightly less dull than playing one. Sure, it follows the rules of game, but the fun in real squash comes from watching your opponent limp away when a carefully placed ball makes him pile headlong into the wall. With *WCS* you haven't got precise enough ball control to do things like that, or anything else remotely creative. About the best you can hope to do is return the ball legally.

Two-player mode can be fun if you've got a sense of humour and a mate who's worse than you are. At least it introduces an element of unpredictability. But if you really have to have a squash sim this isn't the one to get. Unless, of course, you have trouble sleeping.

CLUR

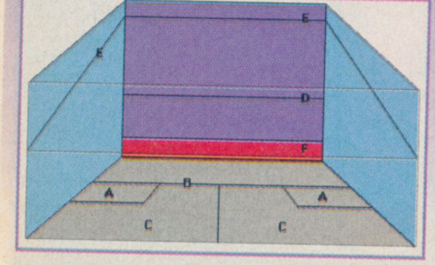
RULES OF SQUASH

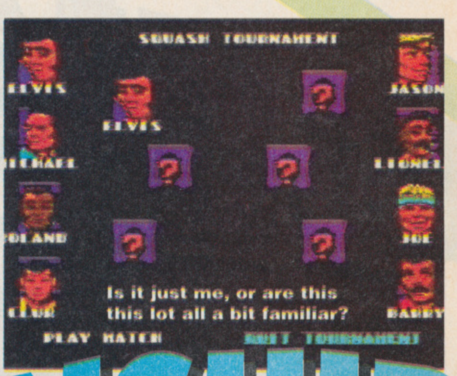
SERVING: When you serve one foot has to be inside box A. The ball must hit the back wall first, between the lines D and E. To be a valid serve the ball must land in your opponent's box C without the ball touching any wall above line E.

PLAY: The ball has to bounce off the back wall and can only bounce on the floor once before it gets there. It can bounce of any of the side walls but if it hits a wall above E or hits the tin, F, then ball is out.

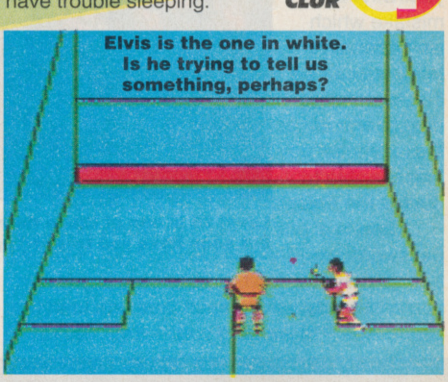
SCORING: Only the player serving can gain points. If the player serving loses a rally the other player gets the next serve. The first player to nine wins, as long as he has at least a two point lead.

GETTING BORED: If you get bored of *Squash* cut out the diagram, stick square A into slot D, F into E, bend C around to meet B and you'll have your very own version of Tracy Island.

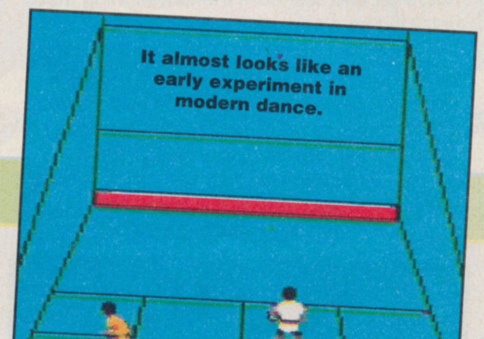




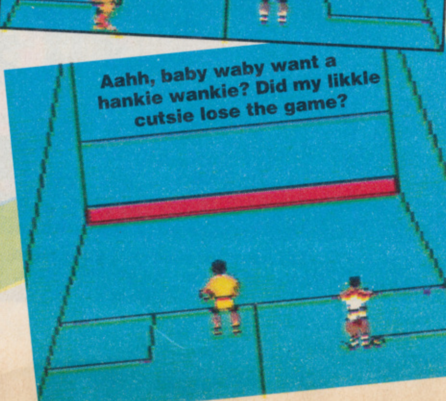
Is it just me, or are this this lot all a bit familiar?



Elvis is the one in white. Is he trying to tell us something, perhaps?



It almost looks like an early experiment in modern dance.



Aahh, baby waby want a hankie wankie? Did my likkle cutsie lose the game?

WORLD CHAMPIONSHIP SQUASH
ZEPPELIN ☎ 091 385 7755
CASSETTE ● £3.99 ● OUT NOW

POWER RATING

100
90
80
70
60
50
45
30
20

UPPERS

- The game sticks pretty much to the rules of real squash.

DOWNERS

- The background gives you the turquoise equivalent of snow blindness after a while.
- The viewpoint makes it difficult to work out where the ball is.
- All in all it's pretty darned dull stuff.

ROGER FRAMES
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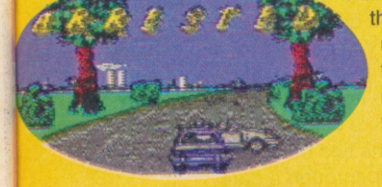
Budget Games

OUTRUN EUROPA

When *Out Run* was first released on to home computer it was a pretty feeble conversion of the classic arcade driving game. But it sold healthily, mainly because of the name. Which was lucky, in a way, because if it hadn't, we might never have got to see this excellent sequel. Y'see, thankfully, when they came to code *Out Run Europa*, all the programmers kept from the original game were the name and the driving theme. Everything else was altered to produce a much better, slicker, speedier and more enjoyable experience.



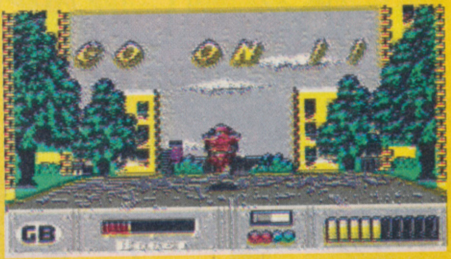
The darned cop caught me before I could get out of the spin. Blasted trees.

In *Europa* you get to control not only the odd fallen-off-the-back-of-a-lorry Porsche, but nicked motor bikes and red hot jet skis too as you're chased all the way across Europe by the cops. The twist in this tale is that you're not what the cops think you are; you're a good guy in disguise. While on a mission for the government some important papers were stolen from you. The briefcase the documents were in has been spotted in Germany, in the company of two dodgy-looking chaps.

So you're trying to make your way across the continent, without disclosing your real name (you're undercover, you see), as fast as you can. If you knock any pedestrians down on the way, you can always claim diplomatic immunity, I suppose. And far any fans of *Death Race 2000* out there, no you don't get extra points for a granny.

You start off the game racing along the white cliffs of Dover on a bike. When the roads are empty it's a piece of cake to put your foot down and burn rubber, but when cops, bumpy roads and fuel limitations arrive to complicate matters, the game begins to get really interesting – dead tricky but worth the effort. Further levels take you across the Channel, into France and beyond, the gameplay becoming increasingly tough as you get closer to the thieves' hideout.

So what you have here is a combination of three types of racing game, marvellous graphics and superb gameplay rolled in to one. It's a pain of a multi-load, but when something's this good, why mess around with it too much? CF



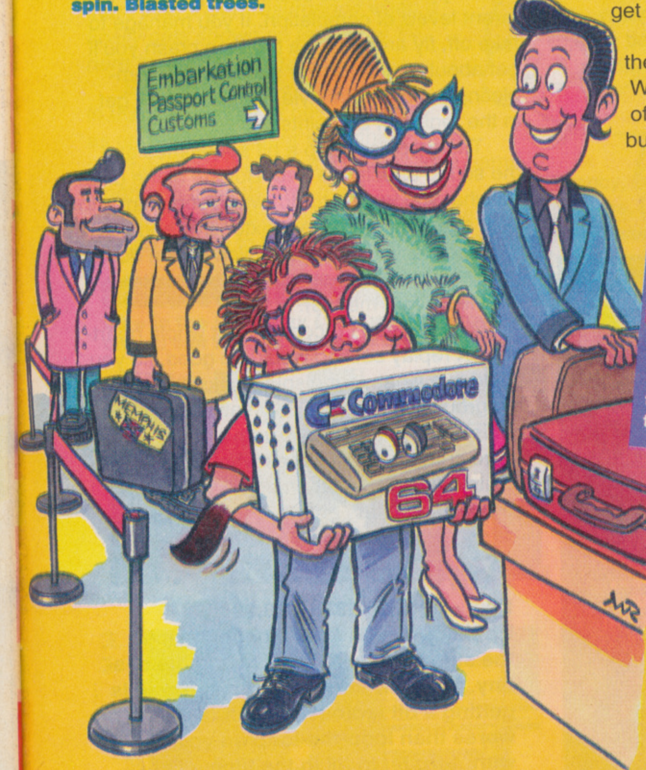
I'm trying to 'go on'. But it's a little difficult with no wheels on the ground.

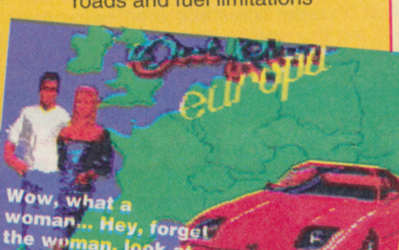
OUT RUN EUROPA

£3.99 • Kixx • 021 625 3388

If playing the original *Out Run* was like driving an old welly through a swamp of custard then having a fling with *Out Run Europa* is comparable to taking an X-Wing into hyper-drive.

FRAME RATE **89%**

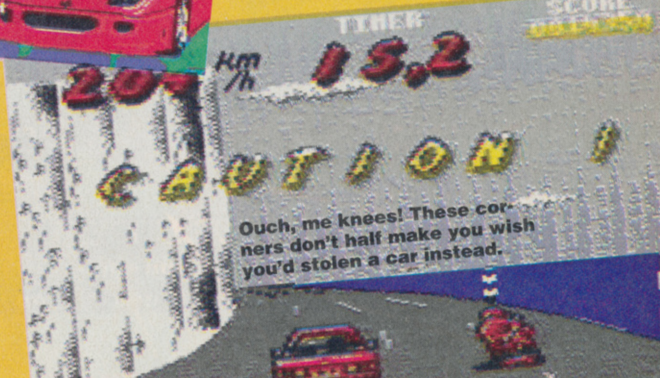




Wow, what a woman... Hey, forget the woman, look at those wheels.

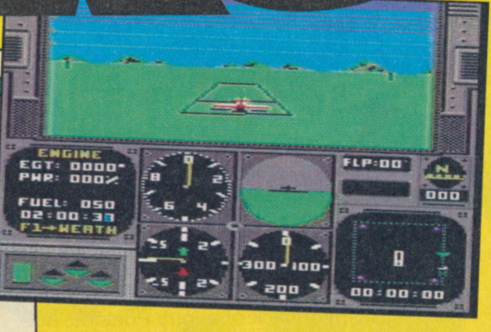
What luck! Wayne Manor and the Jokers (that's dad's rock'n'roll band) have been hired as the house group on the SS Poseidon – which means we get to travel the world for FREE!

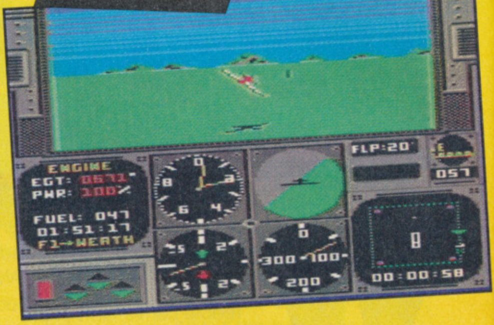
There was one big problem – Debit. Captain McKirk said he couldn't come aboard! But this was Debit's chance to break the world lamppost record. It takes more than a few rules to beat a Frames, though (*yes, you need a long wooden pole – Ed*). Slowly I hatched a plan. I needed something that Customs would never dare to examine... some thing complicated. Heavy-hearted, I knew it was my dog or my C64!



Ouch, me knees! These corners don't half make you wish you'd stolen a car instead.

ACROJET





WOOF
CARL PERKINS
SHADOWS
DUANE EDDY
POSH CRUISE

Red Devils, eat your hearts out. Here comes Frames, super spesh' dare-devil pilot, ready to take on the lot of you. Well, I would if I could remember which keys do what. *AcroJet* calls itself, and I quote, 'The Advanced Flight Simulator'. There's nothing to kill, just some complicated aerobatics to perform.

This flight sim's based on the BD-5J AcroJet, one of the most manoeuvrable jet planes ever. You'd have to train for years just to be in with a chance of filling the fuel tank. But with the help of the 64 and a quick reading of the vast instruction sheet you can pilot one in the safety of your own home – well, a computer simulated one anyway.

As with most keyboard-controlled sims, the playability would be improved with an overlay for your 64. But a bit of effort – or a photographic memory – will have you soaring through the skies.

You decide whether you want to attempt a single manoeuvre, take part in a pentathlon or decathlon, or you could just go freestyle. The pentathlons and decathlons consist of flying five or ten different manoeuvres consecutively and you have to try and achieve these feats more stylishly than your opponents (who you never see, by the way). A single manoeuvre can be anything from breaking ribbons tied between two pylons or looping the loop through a gate.

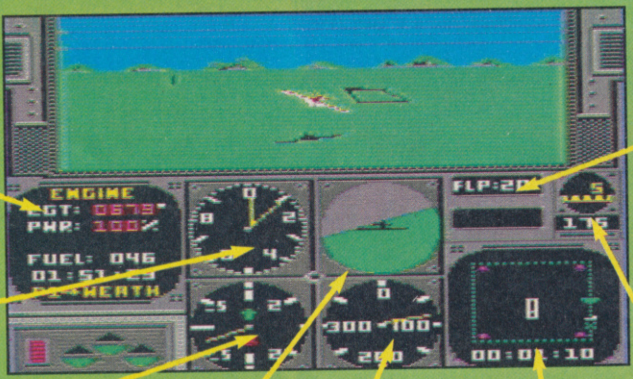
The manoeuvres gradually increase in difficulty and various scores are given for different levels of completion. If you manage to take off, fly around for a bit, then crash you'll get about 10 points. For successfully completing a move with style and flair, you'll get in the region of 80 points.

The graphics jump a bit sometimes and the sound effects are dire. But the plane does do what you want it to do, when you want it to do it and the controls are extensive and easy to use once you've learnt which button does what. So as a flight sim it cuts the mustard (whatever that means).

But I still can't recommend it whole heartedly. A replay section would be good, so you could see what your display looks like from the ground. As it is the only satisfaction you get is making it to the top in the score charts. *AcroJet* does what it sets out to do, but then again, so does an ironing board.

The sacrifice was worth it. We slipped the customs dragnet with ease. They even believed my half-baked tale of a faulty SID chip when Debit sneezed! Now for stage two! I had to swap Debit's disguise. I looked around for something else that would never be searched for fear of damage – Dad's the guitar case! Dad was taken aback when I offered to carry his 'axe' aboard. I had to, though, as he would have felt the weight difference. I mean, his guitar floated for a few minutes when I threw it overboard but Debit wouldn't – my arms were killing me!

A GUIDED TOUR OF YOUR COCKPIT



CRT – This display can be toggled between displaying engine status and weather conditions by hitting F1.

Altimeter – This indicates your plane's current height above sea level in thousands of feet.

Vertical Velocity Indicator – This display shows the rate of altitude change in thousands of feet per minute. If it starts going down fast – PANIC!

Artificial Horizon – Shows your plane's position relative to the horizontal horizon. In other words it helps you work out which way up you are.

Air Speed – Guess what? This tells you how fast your flying. A bit obvious, isn't it? Shouldn't it be called something like the accellometer or the A.V.C.M.X.L.Q dial?

Radar – The radar displays your current position and any other detectable things such as the landing strip or dirty great pylons.

Flaps – Oooh, sounds a bit rude. This tells you the angle of your wing flaps in degrees (usually 20 for take off).

Compass – This handy device tells you which way you're headed. Below it is a display of your precise heading.

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Up there, beyond the clouds, beyond the stars man will one day find his destiny. But if, in the meantime, the wait is getting a bit tedious you could do worse than loop-the-loop on you 64 with *AcroJet* to fill in the time.

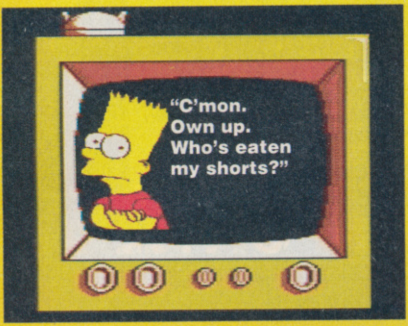
FRAME RATE

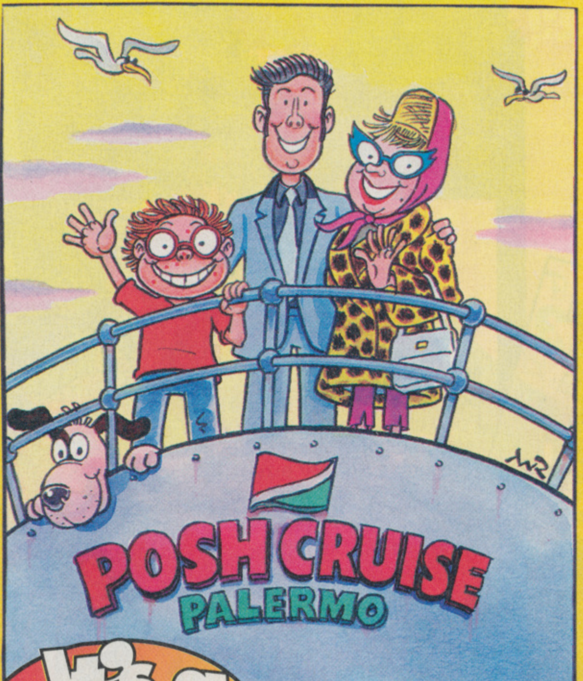
75%

APOCOLYPSE FORMAT NOW! 1993

THE SIMPSONS

BART VERSUS THE SPACE MUTANTS





It's a Corker!

The Purser didn't bat an eye as the '1955 Fender Debitcaster' was wofted under his nose. Then, I almost ran to our cabin to set Debit free as soon as possible; the poor mite was starting to splutter after three hours in various packing cases.

When he'd got his breath back I joined Mum and Dad up on the poop deck to wave goodbye to Blighty. They laughed when they saw Debit, anticipating the kind of antics I must have gone through to get him on board. Then Dad spotted something in the water. "It's a 1955 Fender Stratocaster just like mine!" Dad yelled. "Someone's going to be really sad" – if only he knew!

Crazes like *The Simpsons* never seem to last very long. Do you remember yearning for that Chopper bike, wanting it so badly that you were willing to sell your Granny for the chance of a ride on one. And now you've dumped your trusty Chopper for that mountain bike – fickle aren't you? I mean, how much Bart merchandise do you see in the shops now? About as much as you see Bros merchandise that's how much. (*I dunno I reckon there'll be a Bart resurgence when it finally gets shown on terrestrial TV here in the UK – Ed*).

So is this game a quickie cash-in that's in danger of being spurned as untrendy old hat or something that has it got the playability to make a game worth getting in its own right.

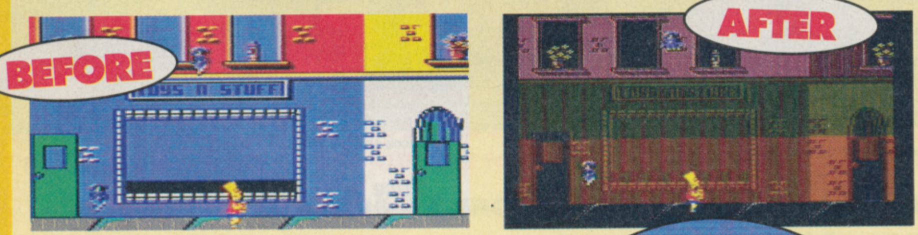
Bart stars in the game of the telly series, looking as true to the cartoons as he ever uld (lurve that haircut). e plot involves space mutants (as you might have guessed) who have taken the form of, er, anything they fancy, such as plant pots, signs and letter boxes. Bart has to turn all the purple alienised things into normal red Simpsonised things. He does this by any means he can. More often then not all he's got to spray the items with red paint to normalise (*I thought you said Simpsonise them last time – that doesn't sound very normal to me – Ed*) them, but redding some purple things will takes a different approach.

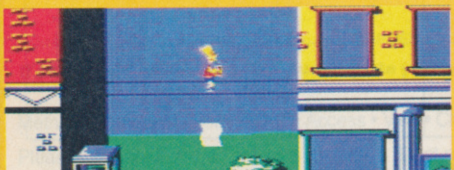
A few people have been taken over by the invaders too. Exorcise the aliens from their bodies and they're so reet chuffed reward you with a coin (ah, is human life so cheap?). Collect enough dosh and you can purchase essential depurplising items from the shop. Your skateboard comes free, though which is is dead handy, 'cos in some of the sections our mellow yellow hero has to speed along the streets of Springfield on his trusty wheels avoiding aliens and dogs.

Each of the five levels is a humungous beast, so in terms of sheer size, at least, you get value for money. And though *The Simpsons* are past their sell-by date (*in your opinion – Ed*), the game plays wonderfully. It's a mix of puzzles, tricky timing and skillful joystick handling. The graphics could be more detailed at times and it's sometimes difficult to know what you can and can't jump onto. But on the whole it's a great, fun jaunt.

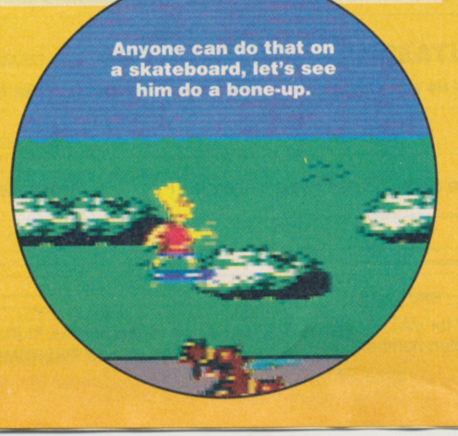
SEEING THROUGH THIS ALIEN PLOT

Like in the film *They Live* (which is real corker of a movie – Ollie) when you put the specs on you can see the alienised things and people for what they really are.





If you can't spray 'em, cover 'em up.



Anyone can do that on a skateboard, let's see him do a bone-up.

THE SIMPSONS – BART VERSUS THE SPACE MUTANTS

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